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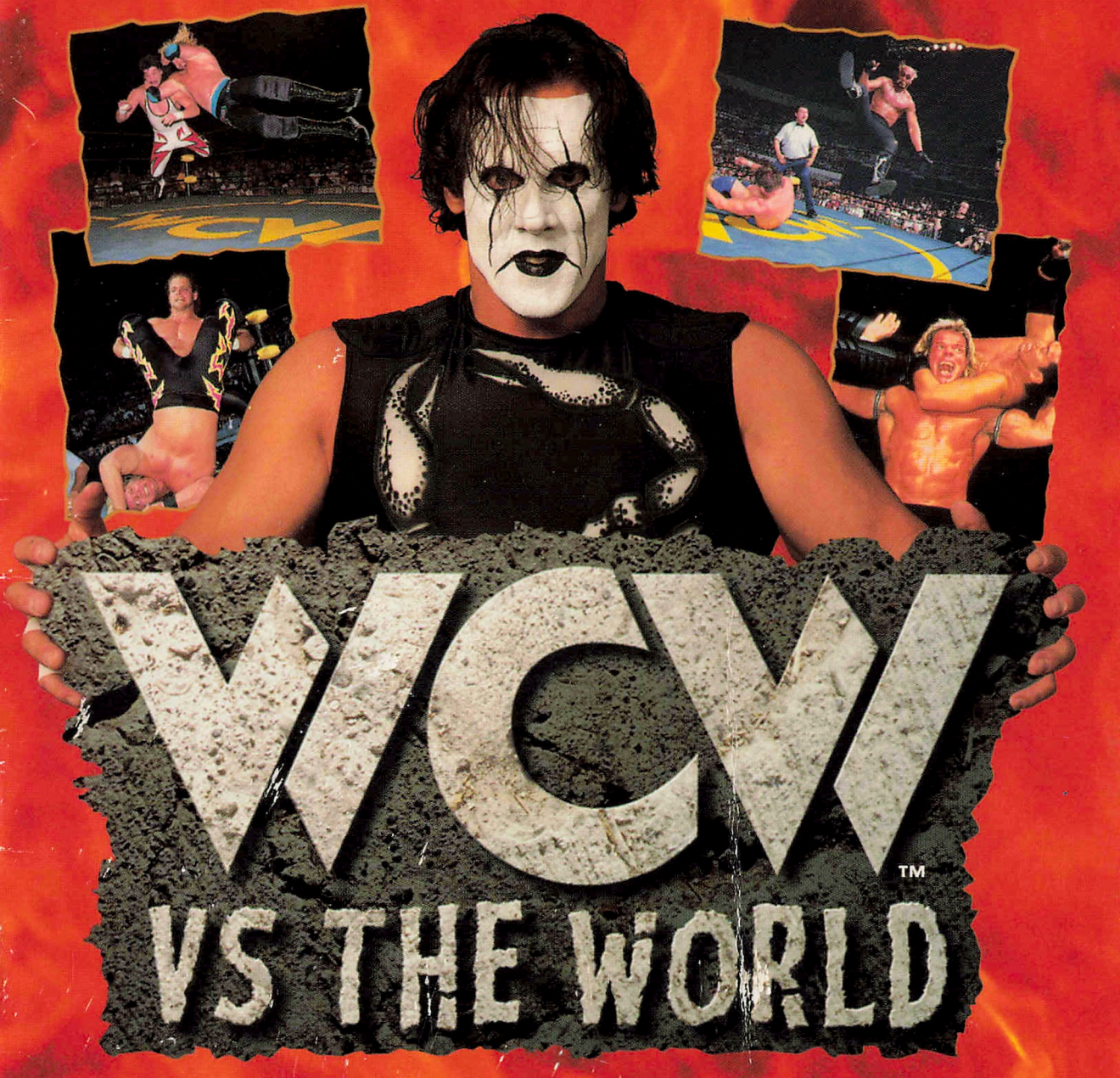

WCW™ VS THE WORLD

All the Moves for the WCW Wrestlers

PRIMA'S SECRETS OF THE GAMES

THQ INC.

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PRIMA PUBLISHING
Rocklin, California
(916) 632-4400
www.primapublishing.com

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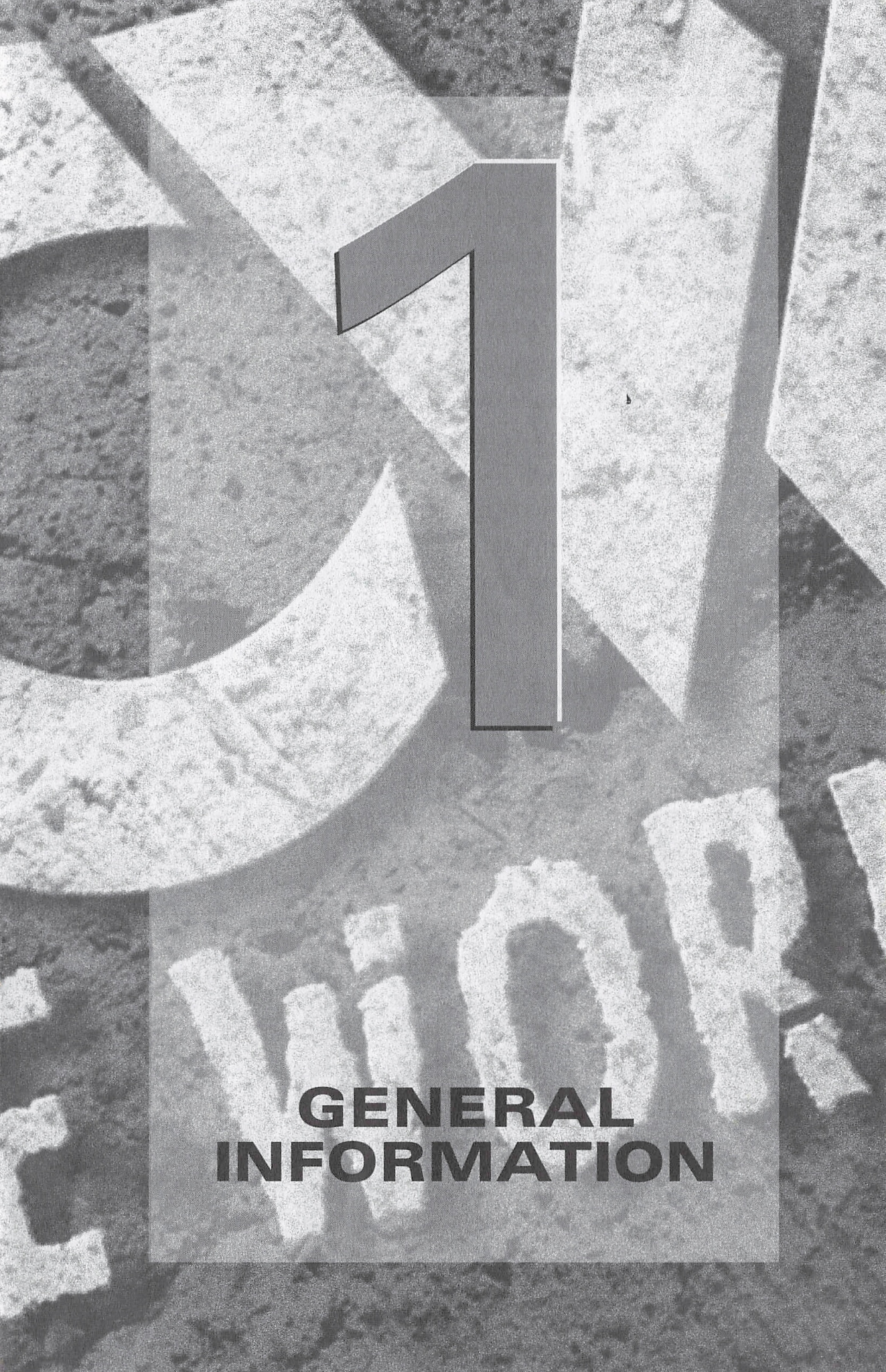
ISBN: 7615-1223-3

Printed in the United States of America



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GENERAL INFORMATION

It seems as if with each successive video game system, a wrestling game goes hand-in-hand. THQ has developed a title that successfully captures the flavor and excitement of the popular World Championship Wrestling League in *WCW vs the World* for the Sony PlayStation. All of your WCW favorites are here in a graphically-sharp, highly-playable fighting extravaganza with features that include over 50 characters (including 15 members of WCW and a number of hidden characters), Signature Moves, seven Tournament Modes, six International Leagues, and much, much more. When it comes to Pro Wrestling, it doesn't get much better than this, so lace up your boots and enter the ring to challenge some of the toughest competitors in the world!

BASIC MOVES

One of the strongest features of the game is the variety of techniques available to each player. In fact, each wrestler has the ability to perform anywhere from 30 to 40 moves. Tapping or holding the ○ button determines how strong the grapple will be—Weak, Medium, or Strong. By pressing ↑ or ↓ on the D-pad as you release the button, the wrestler will perform a different move. Try to stun the opponent, then duck behind him by pressing the R1 button; there are four different moves which can be performed. Either Tap or Hold the ○ button then release, or press ↑ as you release. As the opponent begins to wear down, go for the win with either a submission hold, a Big KO, or a pin.

SUBMISSION HOLDS

The submission holds, such as Sting's Scorpion Death Lock, incur progressive damage to the opponent. As an opponent becomes groggy, the submission hold inflicts more damage. Finally, after the opponent can not take any more pain, a bone-crunching sound effect will play, signifying victory by submission.

SPIRIT METER

The Spirit Meter gauges how much adrenaline and emotion each wrestler is fighting with. When the meter is completely white, the wrestler will flex his muscles and the meter will begin to flash. At this point, one punch will knock the opponent to the mat. To perform each wrestler's strongest move, simply hold the ○ button until the wrestler's arms reach up over the opponent, then release the button. These are usually powerful pins or submission holds. There are several ways to attain the White Flashing adrenaline rush quickly. Avoid using submission holds while punching and kicking the opponent. Also, block the opponent's attacks and taunt him often by pressing the L2 button.

MOVES LIST INFORMATION

- The * symbol next to the Basic Damage indicates a submission hold. The longer you have the opponent in the hold, the more damage it inflicts.

- All moves in ***Bold Italic*** are Pin Moves.
- Post Move: With your opponent on the mat, move into the nearest turnbuckle and press the ✕ button.
- Post Move: With your opponent standing, move into the nearest turnbuckle and press the ✕ button.
- Rope Dive: Knock your opponent out of the ring. Run toward the far ropes by pressing the △ button. After you bounce off the far ropes, hold the ○ button until you jump out of the ring.*
- Rope Jump: Knock your opponent out of the ring, move near the ropes and Tap the ○ button.*

*Not all wrestlers are able to perform this move.

HOW THE MOVES WORK

Weak Grapple: From a distance, Tap the ○ button.

Medium Grapple: From a close distance, Tap or Hold the ○ button for a second.

Strong Grapple: Hold the ○ button for 2 or 3 seconds.

For all Rear Attacks, you must be behind your opponent. Press R1 to duck behind your stunned opponent quickly.

GENERAL HINTS

- Some of the wrestlers will not lose to a submission hold, so you need to defeat them with a pin or Big

KO. Also, other wrestlers will not lose to a pin, so you should try to make them submit.

- Follow the charts, and try to cause damage to one area of your opponent, such as his shoulder area or his legs. If you notice that your wrestler's main submission hold puts pressure on the opponent's arms, for example, try to use the moves that will also cause damage to the arms so you can get a quicker victory by submission.

HIDDEN WRESTLERS

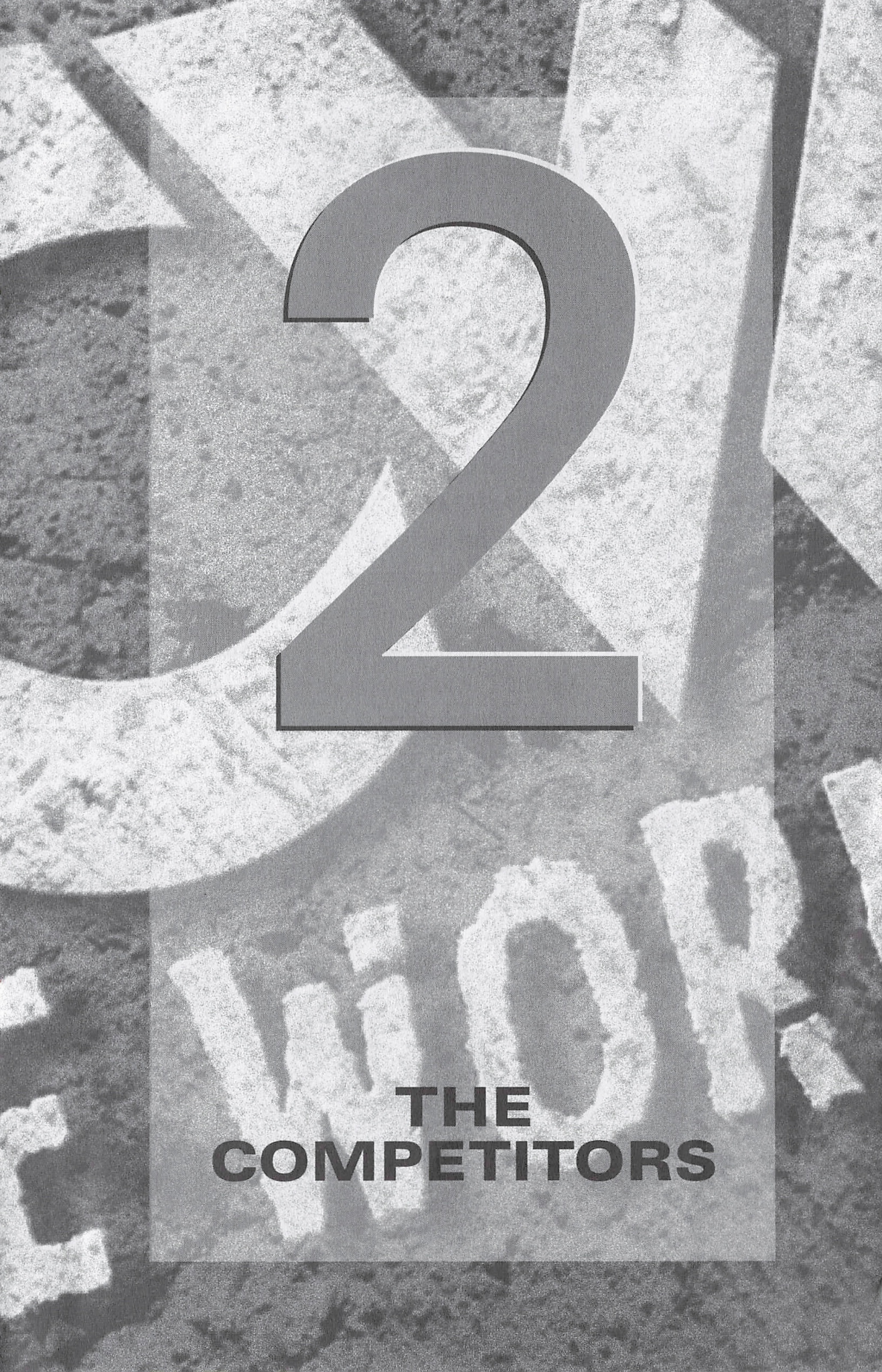
There are 8 hidden wrestlers to find in *WCW vs. the World*.

- Each time you defeat an Organization in the League Challenge mode, the boss of that Organization will become a playable wrestler. By defeating every Organization, you will find the 6 main bosses.

- Super Heavy—If you defeat every Organization using a Heavy Weight wrestler (indicated by HVY on character select screen), then a new Organization called Super Heavy will appear. Wrestle through this to find the seventh boss.

- Super Junior—Now you need to defeat every Organization again using a Junior Weight wrestler (indicated by a JR on character select screen). The final Organization, called Super Junior, will appear, giving you the eighth boss.

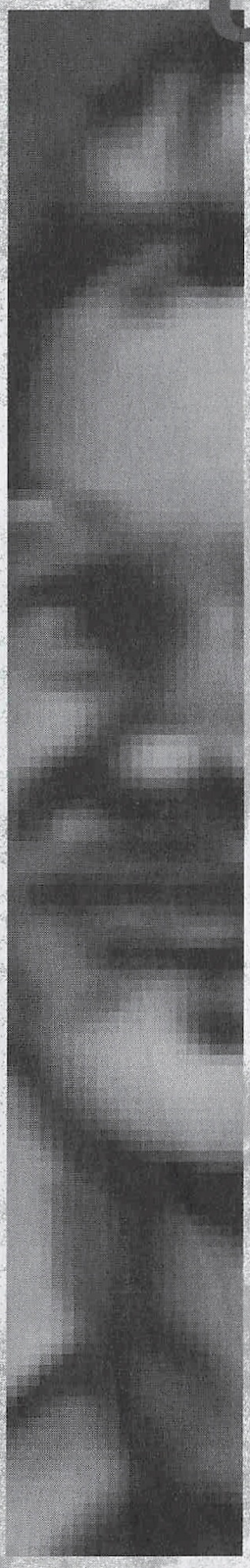
You can play as any of the hidden wrestlers in Exhibition, Elimination, Tournament, League Match, or Double Title Match. These wrestlers are found "above" or "below" the character select screen (as indicated by red arrows).



2

THE COMPETITORS

CHRIS BENOIT



Height: 5'10"
Weight: 218 lbs.
Signature Move: Diving Head Butt
Power Rating: 6/10

Fighting with Chris Benoit

While not the most powerful combatant in the WCW, Chris Benoit's above-average strength and speed make him a formidable force in the ring. To open a match, use techniques such as the Held Tombstone, Snap Suplex, or Double Arm DDT to wear down your foe, and then follow up with the Diving Head Butt, Reverse Face Buster, or Twist Backdrop to finish him off. To win with style, try to mix in an Avalanche Powerbomb or Top Rope Blancha, before attempting one of Benoit's many pin moves, such as the Suplex. Because of the number of pin techniques at his disposal, an opponent can sometimes be defeated quite easily if Benoit attempts a pin early in the match.

Moves	Button Commands	Basic Damage	Body Damage
Body Elbow	Punch Close—Tap ×	2 arm	1 head
Slap Chest	Punch Far—Tap ×	2 arm	1 shoulder
Knee Kick	Kick Close—Hold ×	3 leg	1 waist
Ricky Kick	Kick Far—Hold ×	3 leg	1 waist
Boston Crab	Opponent on mat—Move near legs + ○	*3 waist	1 waist
Camel Clutch	Opponent on mat—Move near head + ○	*3 arm	1 waist
Spinal Elbow	Grapple Weak—Tap ○	8 arm	2 head
Flying Major	Grapple Weak Up—Tap ○ + ↑	10 shoulder	2 waist
Body Slam	Grapple Weak Down—Tap ○ + ↓	12 arm	2 waist
Side Suplex	Grapple Medium—Hold ○	14 waist	3 waist
Aerial Brain Buster	Grapple Medium Up—Hold ○ + ↑	16 shoulder	3 waist
Held Tombstone	Grapple Medium Down—Hold ○ + ↓	18 arm	3 head
Double Arm DDT	Grapple Strong—Hold ○ long	20 arm	4 head
Snap Suplex	Grapple Strong Up—Hold ○ long + ↑	22 shoulder	4 waist
Power Bomb	Grapple Strong Down—Hold ○ long + ↓	24 waist	4 shoulder
DJ Bomb	Special Spirit—Hold ○ very long	30 arm	5 shoulder
Reverse Face Buster	Rear Grapple Weak—Tap ○	18 shoulder	3 head
Twist Back Drop	Rear Grapple Weak Up—Tap ○ + ↑	20 waist	3 shoulder
German Suplex	Rear Attack Strong—Hold ○	24 waist	4 shoulder
Dragon Suplex	Rear Attack Strong Up—Hold ○ + ↑	26 waist	4 shoulder
Clothesline	Run Attack—D to run + × to attack	12 arm	3 head
Light Drop Kick	Special Blow—△ + ○, or R2	8 leg	2 head
Diving Head Butt	Post (opponent on mat)—D-pad + ×	18 flying	3 flying
Diving Clothesline	Post (opponent on feet)—D-pad + ×	12 flying	2 flying
Avalanche Powerbomb	Top Rope—Groggy opponent, hold ○ long	25 waist	4 shoulder
Monkey Flip	Hammer Throw to ropes—Hold ○ long	15 leg	3 waist
Lift Up Throw	Hammer Throw to ropes—Tap ○	10 arm	2 head
Guillotine Drop	Attack (opponent on mat)—Tap ×	4 leg	1 waist
Through Ropes	Rope Dive (opponent out of ring)—△+○	18 flying	5 flying
Top Rope Blancha	Rope Jump (opponent out of ring)—Tap ○	12 flying	3 flying

MASA HIRO CHONO

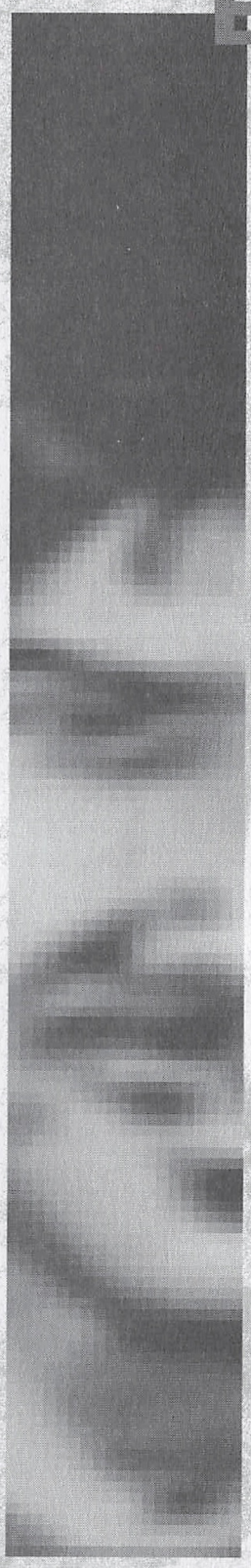
Height: 6'0"
Weight: 238 lbs.
Signature Move: STF
Power Rating: 7/10

Fighting with Masa Hiro Chono

Chono is one of the stronger characters in the game. Early on, concentrate your attacks on your opponent's shoulder area with moves such as the Water Wheel Drop, Shoulder Buster, and Double Wrist Armsault. When he is sufficiently fatigued, step-up your assault from behind with the Reverse DDT, Triple Head Butt, or Express Backdrop. From here, an Avalanche Back Drop or Suicide Dive can be used to set-up Chono's submission specialty, the STF!

Moves	Button Commands	Basic Damage	Body Damage
Ear Elbow	Punch Close—Tap ×	2 arm	1 head
Crown Knuckle	Punch Far—Tap ×	2 arm	1 head
Low Kick	Kick Close—Hold ×	3 leg	1 waist
Ricky Kick	Kick Far—Hold ×	3 leg	1 waist
STF	Opponent on mat—Move near legs + ○	*3 waist	1 waist
Eye Claw	Opponent on mat—Move near head + ○	*3 head	1 arm
Punch to Face	Grapple Weak—Tap ○	8 arm	2 head
Flying Major	Grapple Weak Up—Tap ○ + ↑	10 shoulder	2 waist
Body Slam	Grapple Weak Down—Tap ○ + ↓	12 arm	2 waist
Neck Breaker Drop	Grapple Medium—Hold ○	14 shoulder	3 shoulder
Water Wheel Drop	Grapple Medium Up—Hold ○ + ↑	16 shoulder	3 waist
Shoulder Buster	Grapple Medium Down—Hold ○ + ↓	18 arm	3 shoulder
Double Wrist Armsault	Grapple Strong—Hold ○ long	20 shoulder	4 waist
Express Brainbuster	Grapple Strong Up—Hold ○ long + ↑	22 shoulder	4 waist
Manhattan Drop	Grapple Strong Down—Hold ○ long + ↓	24 arm	4 leg
Power Bomb	Special Spirit—Hold ○ very long	30 waist	5 shoulder
Triple Head Butt	Rear Grapple Weak—Tap ○	18 head	3 shoulder
Express Backdrop	Rear Grapple Weak Up—Tap ○ + ↑	20 waist	3 shoulder
Reverse DDT	Rear Attack Strong—Hold ○	24 arm	4 head
German Suplex	Rear Attack Strong Up—Hold ○ + ↑	26 waist	4 shoulder
Running Big Foot	Run Attack—△ to run + × to attack	12 shoulder	3 head
Spinal Chord Slice	Special Blow—△ + ○, or R2	8 leg	2 head
Diving Elbow Drop	Post (opponent on mat)—D-pad + ×	18 flying	3 flying
Diving Shoulder Attack	Post (opponent on feet)—D-pad + ×	12 flying	2 flying
Avalanche Back Drop	Top Rope—Groggy opponent, hold ○ long	25 arm	4 waist
Counter Back Drop	Hammer Throw to ropes—Hold ○ long	15 shoulder	3 waist
Scissors Trip	Hammer Throw to ropes—Tap ○	10 leg	2 leg
Elbow Drop	Attack (opponent on mat)—Tap ×	2 arm	1 waist
Suicide Dive	Rope Dive (opponent out of ring)—△ + ○	18 flying	5 flying
Shoulder Breaker	Punch Intercept (opponent punching)—□ + ×	10 shoulder	2 arm
Target Punch	Kick Intercept (opponent kicking)—□ + ×	10 arm	2 leg

EDDY GUERRERO



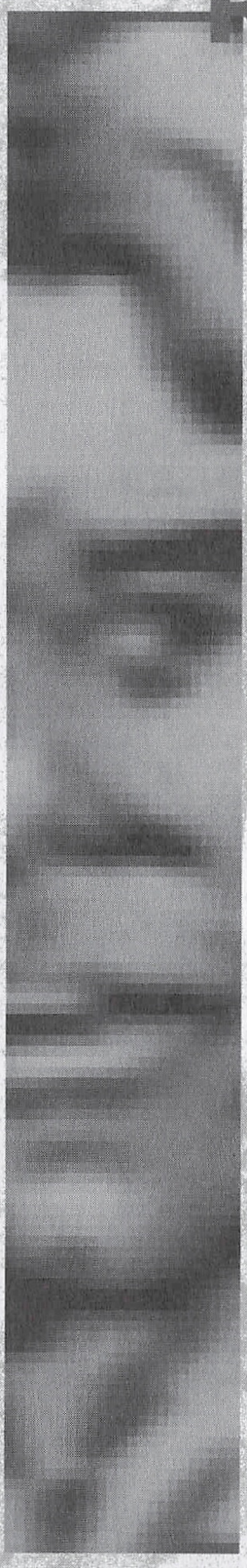
Height: 5'8"
Weight: 231 lbs.
Signature Move: Frog Splash
Power Rating: 6/10

Fighting with Eddy Guerrero

Eddy possesses a number of damaging moves such as the Brainbuster, Backdrop, Reverse Backbreaker, and Pendulum Backbreaker that, when used in combination, can end a fight in a hurry with a Big KO. If it's a pin you're looking for, Eddy's best technique is the Frankensteiner, although the DJ Bomb or Tiger Suplex are nearly as effective. While the KO takes a bit more time to perform than a pin, the spectacular results are well worth the effort.

Moves	Button Commands	Basic Damage	Body Damage
Ear Elbow	Punch Close—Tap ✕	2 arm	1 head
Chest Slap	Punch Far—Tap ✕	2 arm	1 head
Knee Kick	Kick Close—Hold ✕	3 leg	1 waist
Soccer Kick	Kick Far—Hold ✕	3 leg	1 waist
Surf Board	Opponent on mat—Move near legs + ○	*3 leg	1 waist
Eye Gouge Submission	Opponent on mat—Move near head + ○	*3 shoulder	1 arm
Hammer Blow	Grapple Weak—Tap ○	8 arm	2 shoulder
Arm Drag	Grapple Weak Up—Tap ○ + ↑	10 arm	2 waist
Body Slam	Grapple Weak Down—Tap ○ + ↓	12 arm	2 waist
Blockbuster	Grapple Medium—Hold ○	14 arm	3 waist
Frankenwhip	Grapple Medium Up—Hold ○ + ↑	16 leg	3 waist
Held Tombstone	Grapple Medium Down—Hold ○ + ↓	18 arm	3 head
Inside Sidebuster	Grapple Strong—Hold ○ long	20 arm	4 waist
Vertical Brainbuster	Grapple Strong Up—Hold ○ long + ↑	22 shoulder	4 head
DJ Bomb	Grapple Strong Down—Hold ○ long + ↓	24 arm	4 shoulder
Frankensteiner	Special Spirit—Hold ○ very long	30 leg	5 head
Pendulum Backbreaker	Rear Grapple Weak—Tap ○	18 arm	3 waist
Backdrop	Rear Grapple Weak Up—Tap ○ + ↑	20 waist	3 shoulder
Reverse Brainbuster	Rear Attack Strong—Hold ○	24 shoulder	4 head
Tiger Suplex	Rear Attack Strong Up—Hold ○ + ↑	26 waist	4 shoulder
Flying Shoulder	Run Attack—△ to run + ✕ to attack	15 shoulder	3 arm
Low Drop Kick	Special Blow—△ + ○, or R2	8 leg	2 head
Frog Splash	Post (opponent on mat)—D-pad + ✕	18 flying	3 flying
Diving Elbow	Post (opponent on feet)—D-pad + ✕	12 flying	2 flying
Avalanche DJ Bomb	Top Rope—Groggy opponent, hold ○ long	25 arm	4 shoulder
Satellite Scissors	Hammer Throw to ropes—Hold ○ long	15 leg	3 waist
Frog Toss	Hammer Throw to ropes—Tap ○	10 arm	2 head
Back Fall	Attack (opponent on mat)—Tap ✕	4 waist	1 waist
Leap Frog Flip	Rope Dive (opponent out of ring)—△+○	18 flying	5 flying
Top Rope Drop	Rope Jump (opponent out of ring)—Tap ○	12 flying	3 flying

RIC FLAIR



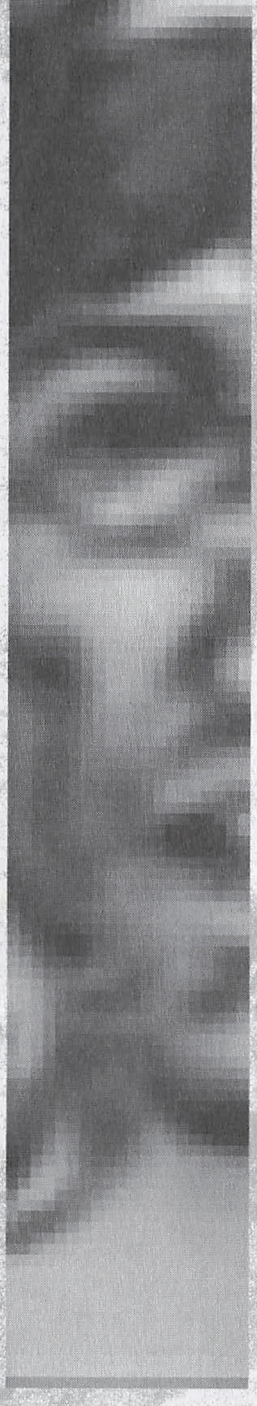
Height: 6'1"
Weight: 245 lbs.
Signature Move: Figure Four Leg Lock
Power Rating: 7/10

Fighting with Ric Flair

Ric Flair is one of the most well-rounded competitors in WCW. He is powerful enough to beat his opponents senseless with moves such as the Pile Driver or Revolution Backdrop, and to a lesser extent, the Waist Tackle, Knee Crusher, and Manhattan Drop, but ultimate success comes only through the application of his best-finishing move, the Figure Four Leg Lock.

Moves	Button Commands	Basic Damage	Body Damage
Crown Elbow	Punch Close—Tap ×	2 arm	1 head
Knuckle Sandwich	Punch Far—Tap ×	2 arm	1 head
Knee Kick	Kick Close—Hold ×	3 leg	1 waist
Kick	Kick Far—Hold ×	3 leg	1 leg
Figure Four Leg Lock	Opponent on mat—Move near legs + ○	*3 leg	1 waist
Surf Board Stretch	Opponent on mat—Move near head + ○	*3 shoulder	1 arm
Horizontal Chop	Grapple Weak—Tap ○	8 arm	2 shoulder
Face Punch	Grapple Weak Up—Tap ○ + ↑	10 arm	2 head
Flying Major	Grapple Weak Down—Tap ○ + ↓	12 shoulder	2 waist
Flying Drop	Grapple Medium—Hold ○	14 leg	3 waist
Brainbuster	Grapple Medium Up—Hold ○ + ↑	16 shoulder	3 waist
Shoulder Breaker	Grapple Medium Down—Hold ○ + ↓	18 shoulder	3 shoulder
Manhattan Drop	Grapple Strong—Hold ○ long	20 arm	4 leg
Canadian Backbreaker	Grapple Strong Up—Hold ○ long + ↑	*6 shoulder	1 waist
Pile Driver	Grapple Strong Down—Hold ○ long + ↓	24 waist	4 head
Dynamic Bomb	Special Spirit—Hold ○ very long	30 waist	5 shoulder
Waist Tackle	Rear Grapple Weak—Tap ○	18 shoulder	3 waist
Knee Crusher	Rear Grapple Weak Up—Tap ○ + ↑	20 leg	3 leg
Cobra Twist	Rear Attack Strong—Hold ○	*6 arm	1 waist
Revolution Backdrop	Rear Attack Strong Up—Hold ○ + ↑	26 waist	4 shoulder
Shoulder Tackle	Run Attack—△ to run + × to attack	12 arm	3 head
Heavy Drop Kick	Special Blow—△ + ○, or R2	8 leg	2 head
Diving Elbow Drop	Post (opponent on mat)—D-pad + ×	18 flying	3 flying
Diving Hammer Blow	Post (opponent on feet)—D-pad + ×	12 flying	2 flying
Avalanche Brainbuster	Top Rope—Groggy opponent, hold ○ long	25 shoulder	4 waist
Head Lock Submission	Hammer Throw to ropes—Hold ○ long	*4 shoulder	1 head
Side Shoulder Throw	Hammer Throw to ropes—Tap ○	10 shoulder	2 waist
Goofy Elbow Drop	Attack (opponent on mat)—Tap ×	3 arm	1 waist
Shoulder Breaker	Punch Intercept (opponent punching)—□ + ×	10 shoulder	2 arm
Leg Hold Elbow Drop	Kick Intercept (opponent kicking)—□ + ×	10 arm	2 leg

HOLLYWOOD HULK HOGAN



Height: 6'8"
Weight: 275 lbs.
Signature Move: Leg Drop
Power Rating: 9/10

Fighting with Hulk Hogan

Hogan is one of the most notorious and feared wrestlers to ever step in the ring. To best utilize his awesome power, begin with strong maneuvers such as the Power Slam or Twisting Backdrop to daze your foe, and then attempt to finish with one of his feared submission holds. The Hogan Back Breaker is Hulk's most useful finishing move, although the Choke Hold or Torture Rack work well if you are unable to attain the White Spirit.

Moves	Button Commands	Basic Damage	Body Damage
Crown Elbow	Punch Close—Tap ×	2 arm	1 head
Chest Slap	Punch Far—Tap ×	2 arm	1 shoulder
Knee Kick	Kick Close—Hold ×	3 leg	1 waist
Counter Kick	Kick Far—Hold ×	3 leg	1 head
Knee Crusher	Opponent on mat—Move near legs + ○	10 leg	2 leg
Surf Board Stretch	Opponent on mat—Move near head + ○	*3 arm	1 waist
Hammer Blow	Grapple Weak—Tap ○	8 arm	2 shoulder
Headlock + 3 Punch	Grapple Weak Up—Tap ○ + ↑	10 arm	2 head
Body Slam	Grapple Weak Down—Tap ○ + ↓	12 arm	2 waist
Hollywood Slam	Grapple Medium—Hold ○	14 arm	3 waist
Brainbuster	Grapple Medium Up—Hold ○ + ↑	16 shoulder	3 waist
Pile Driver	Grapple Medium Down—Hold ○ + ↓	18 waist	3 head
Power Lift Body Slam	Grapple Strong—Hold ○ long	20 arm	4 waist
Choke Hold	Grapple Strong Up—Hold ○ long + ↑	*6 arm	1 head
Power Slam	Grapple Strong Down—Hold ○ long + ↓	24 arm	4 waist
Hogan Back Breaker	Special Spirit—Hold ○ very long	*8 shoulder	1 waist
Face Crush	Rear Grapple Weak—Tap ○	18 arm	3 head
Atomic Drop	Rear Grapple Weak Up—Tap ○ + ↑	20 waist	3 waist
Twisting Backdrop	Rear Attack Strong—Hold ○	24 waist	4 shoulder
Torture Rack	Rear Attack Strong Up—Hold ○ + ↑	*6 shoulder	1 waist
Hulk Bomber	Run Attack—△ to run + × to attack	12 arm	3 head
Heavy Drop Kick	Special Blow—△ + ○, or R2	8 leg	2 head
Falling Leg Drop	Post (opponent on mat)—D-pad + ×	18 flying	3 flying
Diving Knee Drop	Post (opponent on feet)—D-pad + ×	12 flying	2 flying
Avalanche Brainbuster	Top Rope—Groggy opponent, hold ○ long	25 shoulder	4 waist
Kitchen Sink	Hammer Throw to ropes—Hold ○ long	15 leg	3 waist
Side Shoulder Throw	Hammer Throw to ropes—Tap ○	10 shoulder	2 waist
Leg Drop	Attack (opponent on mat)—Tap ×	4 leg	1 waist
Shoulder/Arm Breaker	Punch Intercept (opponent punching)—□ + ×	10 shoulder	2 arm
Leg Hulk Bomber	Kick Intercept (opponent kicking)—□ + ×	10 arm	2 head

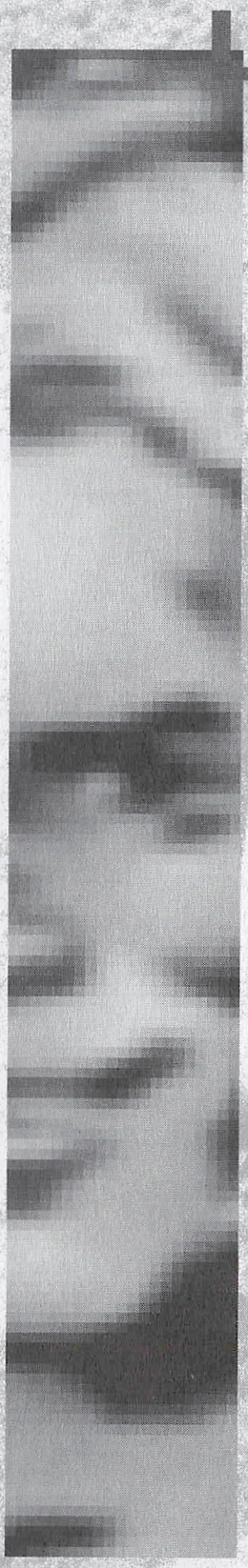
LORD STEVEN REGAL

Height: 6'4"
Weight: 247 lbs.
Signature Move: Regal Stretch
Power Rating: 7/10

Fighting with Lord Steven Regal

Regal is a grappling master, well-schooled in the ways of pressure points. Because of this superior technique, he can often score quick victories with any of a vast number of submission moves. The Shoulder Throw, Waist Trip, and Scissors Trip can be used to put an opponent on the mat to open a match, and leave them vulnerable to a Soccer Ball Kick or Arm Bar. It is vital to concentrate your attacks on your foe's legs if you hope to successfully finish with a Regal Stretch or on his arms if the Diving Cross Arm Bar is your submission move of choice.

Moves	Button Commands	Basic Damage	Body Damage
Body Blow	Punch Close—Tap ✕	2 arm	1 waist
Slap Chest	Punch Far—Tap ✕	2 arm	1 head
Knee Kick	Kick Close—Hold ✕	3 leg	1 waist
Counter Kick	Kick Far—Hold ✕	3 leg	1 waist
Achilles Hold	Opponent on mat—Move near legs + ○	*3 arm	1 leg
Arm Bar	Opponent on mat—Move near head + ○	*3 arm	1 arm
Knee Lift	Grapple Weak—Tap ○	8 leg	2 head
Shoulder Kick Drop	Grapple Weak Up—Tap ○ + ↑	10 leg	2 head
Neck Hold/Throw	Grapple Weak Down—Tap ○ + ↓	12 waist	2 waist
Side Suplex	Grapple Medium—Hold ○	14 waist	3 waist
Shoulder Throw	Grapple Medium Up—Hold ○ + ↑	16 arm	3 waist
Waist Sweep	Grapple Medium Down—Hold ○ + ↓	18 waist	3 waist
Bolt Suplex	Grapple Strong—Hold ○ long	20 arm	4 waist
Holding Arm Bar	Grapple Strong Up—Hold ○ long + ↑	*6 arm	1 arm
Regal Stretch	Grapple Strong Down—Hold ○ long + ↓	*6 leg	1 leg
Twisted Wrist Throw	Special Spirit—Hold ○ very long	30 arm	5 arm
Command Elbow	Rear Grapple Weak—Tap ○	18 arm	3 waist
Spinal Rolling Elbow	Rear Grapple Weak Up—Tap ○ + ↑	20 shoulder	3 shoulder
Chicken Wing Facelock	Rear Attack Strong—Hold ○	*6 arm	1 shoulder
Diving Cross Arm Bar	Rear Attack Strong Up—Hold ○ + ↑	*6 arm	1 arm
Counter Kick	Run Attack—△ to run + ✕ to attack	12 leg	3 head
Spinning Fist	Special Blow—△ + ○, or R2	6 arm	2 head
Diving Knee Drop	Post (opponent on mat)—D-pad + ✕	18 flying	3 flying
Diving Hammer Blow	Post (opponent on feet)—D-pad + ✕	12 flying	2 flying
Avalanche DDT	Top Rope—Groggy opponent, hold ○ long	25 arm	4 head
Counter Bolt Suplex	Hammer Throw to ropes—Hold ○ long	15 arm	3 waist
Scissors Trip	Hammer Throw to ropes—Tap ○	10 leg	2 leg
Soccer Ball Kick	Attack (opponent on mat)—Tap ✕	2 leg	1 waist
Twist Shoulder Throw	Punch Intercept (opponent punching)—□ + ✕	10 arm	2 waist
Standing Achilles	Hold Kick Intercept (opponent kicking)—□ + ✕	*5 arm	1 leg



LEX LUGER

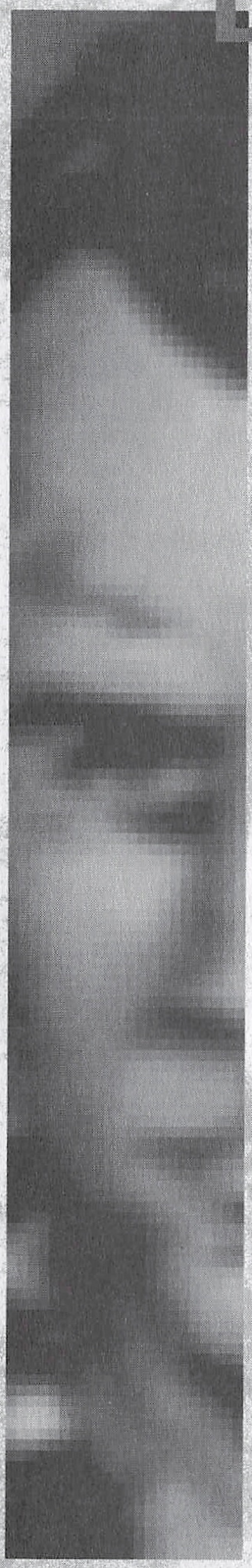
Height: 6'5"
Weight: 265 lbs.
Signature Move: Torture Rack
Power Rating: 9/10

Fighting with Lex Luger

Luger's powerful moves make him a dangerous opponent for any wrestler in the world. To capitalize on his strength, open a fight with a combination of maneuvers such as the Choke Slam, Dynamic DDT, and Throw German Suplex. Many times this will take the wind out of a foe's sails, and allow Luger to apply the devastating Torture Rack. However, if the opponent doesn't submit, take the opponent to the ground and continue to deliver Choke Slams or Leg Stomps before reattempting the submission.

Moves	Button Commands	Basic Damage	Body Damage
Crown Chop	Punch Close—Tap ×	2 arm	1 head
Slap Chest	Punch Far—Tap ×	2 arm	1 shoulder
Knee Kick	Kick Close—Hold ×	3 leg	1 waist
Counter Kick	Kick Far—Hold ×	3 leg	1 head
Groin Sever Spread	Opponent on mat—Move near legs + ○	*3 waist	1 waist
Camel Clutch	Opponent on mat—Move near head + ○	*3 arm	1 waist
Crown Bamboochop	Grapple Weak—Tap ○	8 arm	2 head
Arm Drag	Grapple Weak Up—Tap ○ + ↑	10 shoulder	2 waist
Body Slam	Grapple Weak Down—Tap ○ + ↓	12 arm	2 waist
Neck Breaker	Grapple Medium—Hold ○	14 leg	3 waist
Aerial Brain Buster	Grapple Medium Up—Hold ○ + ↑	16 shoulder	3 waist
Waist Sweep	Grapple Medium Down—Hold ○ + ↓	18 waist	3 waist
Dynamic DDT	Grapple Strong—Hold ○ long	20 arm	4 head
Choke Slam	Grapple Strong Up—Hold ○ long + ↑	24 arm	4 shoulder
Dynamic Bomb	Grapple Strong Down—Hold ○ long + ↓	22 waist	4 shoulder
Coconut Crush	Special Spirit—Hold ○ very long	30 leg	5 head
Atomic Drop	Rear Grapple Weak—Tap ○	18 waist	3 waist
Regular Back Drop	Rear Grapple Weak Up—Tap ○ + ↑	20 waist	3 shoulder
Torture Rack	Rear Attack Strong—Hold ○	*6 shoulder	1 waist
Throw German Suplex	Rear Attack Strong Up—Hold ○ + ↑	26 waist	4 shoulder
Jumping High Kick	Run Attack—△ to run + × to attack	12 arm	3 head
Blazing Spinal Slice	Special Blow—△ + ○, or R2	8 leg	2 head
Diving Body Press	Post (opponent on mat)—D-pad + ×	18 flying	3 flying
Diving Bamboochop	Post (opponent on feet)—D-pad + ×	12 flying	2 flying
Avalanche Back Drop	Top Rope—Groggy opponent, hold ○ long	25 arm	4 waist
Counter Cobra Twist	Hammer Throw to ropes—Hold ○ long	*4 arm	1 waist
Front Shoulder Throw	Hammer Throw to ropes—Tap ○	10 shoulder	2 waist
Leg Stomp	Attack (opponent on mat)—Tap ×	4 leg	1 waist
Suicide Dive	Rope Dive (opponent out of ring)—△ +○	18 flying	5 flying
Arm Hold Drop	Punch Intercept (opponent punching)—□ + ×	10 arm	2 arm

DEAN MALENKO



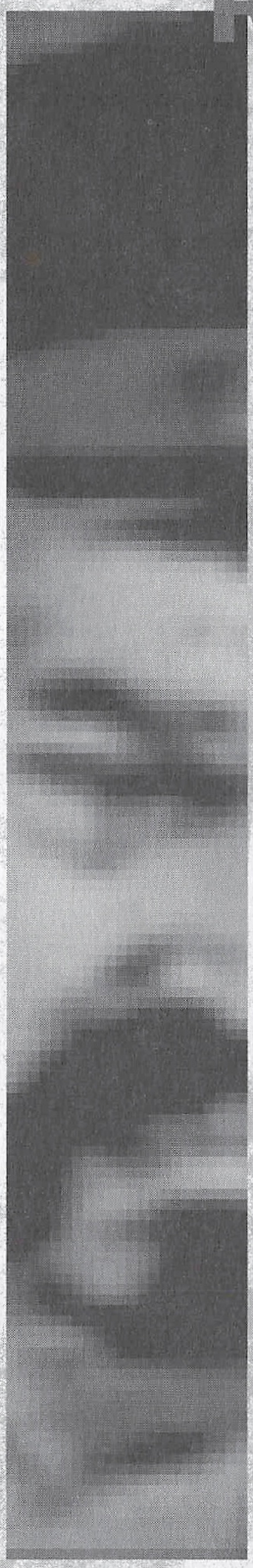
Height: 5'9"
Weight: 216 lbs.
Signature Move: Man of 1,000 Moves
Power Rating: 7/10

Fighting with Dean Malenko

Malenko is a skilled competitor with a wealth of techniques for controlling a match. Take downs such as the Two Handed Tackle, Twisted Throw, or Bryant Suplex work effectively to put your opponent down quickly, and can often be followed with a pin or a submission move. The best techniques at his disposal include the Neck Jerk, Reverse Arm Bar, Head Butt Suplex, and the Tackling Arm Bar.

Moves	Button Commands	Basic Damage	Body Damage
Body Blow	Punch Close—Tap ×	2 arm	1 waist
Hooked Slap	Punch Far—Tap ×	2 arm	1 head
Sharp Low Kick	Kick Close—Hold ×	3 leg	1 leg
Middle Kick	Kick Far—Hold ×	3 leg	1 arm
Reverse Achilles Hold	Opponent on mat—Move near legs + ○	*3 leg	1 leg
Arm Bar	Opponent on mat—Move near head + ○	*3 arm	1 head
Knee Butt	Grapple Weak—Tap ○	8 leg	2 head
Twisted Throw	Grapple Weak Up—Tap ○ + ↑	10 arm	2 waist
Two Handed Tackle	Grapple Weak Down—Tap ○ + ↓	12 shoulder	2 waist
Shoulder Throw	Grapple Medium—Hold ○	14 waist	3 waist
Water Wheel Drop	Grapple Medium Up—Hold ○ + ↑	16 shoulder	3 waist
Pile Driver	Grapple Medium Down—Hold ○ + ↓	18 arm	3 waist
Bryant Suplex	Grapple Strong—Hold ○ long	20 arm	4 waist
Express Brain Buster	Grapple Strong Up—Hold ○ long + ↑	22 shoulder	4 waist
Tackling Arm Bar	Grapple Strong Down—Hold ○ long + ↓	*6 arm	1 arm
Northern Light Suplex	Special Spirit—Hold ○ very long	30 waist	5 waist
Side Buster	Rear Grapple Weak—Tap ○	18 arm	3 waist
Neck Jerk	Rear Grapple Weak Up—Tap ○ + ↑	20 shoulder	3 head
Sleeper Hold	Rear Attack Strong—Hold ○	*6 arm	1 head
Head Butt Suplex	Rear Attack Strong Up—Hold ○ + ↑	26 arm	4 shoulder
Sharp High Kick	Run Attack—△ to run + × to attack	12 leg	3 head
High Kick	Special Blow—△ + ○, or R2	6 leg	2 waist
Double Knee Drop	Post (opponent on mat)—D-pad + ×	18 flying	3 flying
Missile Kick	Post (opponent on feet)—D-pad + ×	12 flying	2 flying
Avalanche Suplex	Top Rope—Groggy opponent, hold ○ long	25 waist	4 waist
Counter Front Suplex	Hammer Throw to ropes—Hold ○ long	15 waist	3 waist
Shoulder Throw	Hammer Throw to ropes—Tap ○	10 shoulder	2 waist
Jump Stomp	Attack (opponent on mat)—Tap ×	2 leg	1 waist
Body Punch Drop	Top Rope Counter (on turnbuckle)—□ + ×	10 arm	1 waist
Reverse Arm Bar	Punch Intercept (opponent punching)—□ + ×	*6 arm	1 arm

RICK STEINER



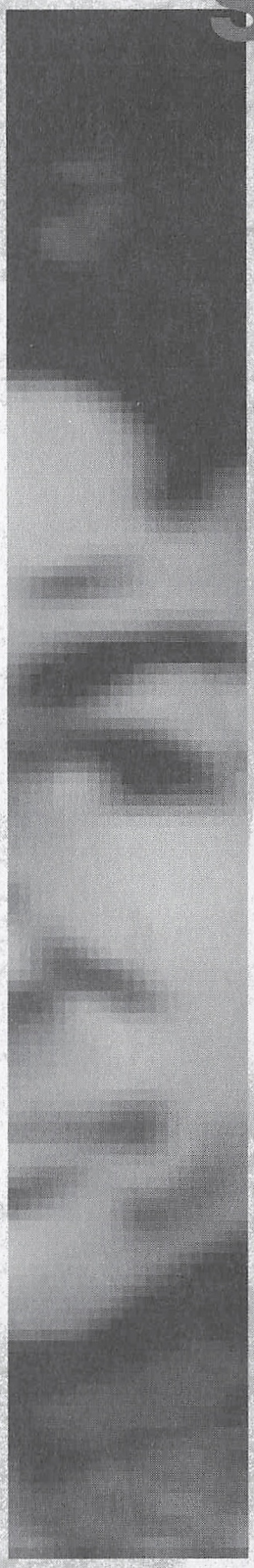
Height: 5'11"
Weight: 248 lbs.
Signature Move: Top Rope Clothesline
Power Rating: 7/10

Fighting with Rick Steiner

Rick Steiner is a master grappler with a number of powerful throws. As the match starts, use the Dragon Suplex or Power Slam to drain an opponent's strength, and then when your foe is groggy, explode with a combination of Backbreakers, Bulldog Headlocks, and Eye Gouges before applying the Boston Crab.

Moves	Button Commands	Basic Damage	Body Damage
Crown Elbow	Punch Close—Tap ×	2 arm	1 head
Hammer Punch	Punch Far—Tap ×	2 arm	1 head
Knee Kick	Kick Close—Hold ×	3 leg	1 waist
Soccer Kick	Kick Far—Hold ×	3 leg	1 waist
Boston Crab	Opponent on mat—Move near legs + ○	*3 waist	1 waist
Eye Gouge Clutch	Opponent on mat—Move near head + ○	*3 arm	1 waist
Bull Elbow	Grapple Weak—Tap ○	8 arm	2 head
Lift Slam	Grapple Weak Up—Tap ○ + ↑	10 arm	2 waist
Neck Holding Throw	Grapple Weak Down—Tap ○ + ↓	12 waist	2 waist
Double Arm Suplex	Grapple Medium—Hold ○	14 arm	3 waist
Brainbuster into Slam	Grapple Medium Up—Hold ○ + ↑	16 shoulder	3 waist
Shoulder Buster	Grapple Medium Down—Hold ○ + ↓	18 arm	3 shoulder
Bryant Front Suplex	Grapple Strong—Hold ○ long	20 waist	4 waist
Backbreaker	Grapple Strong Up—Hold ○ long + ↑	*6 shoulder	1 waist
Power Slam	Grapple Strong Down—Hold ○ long + ↓	24 arm	4 waist
Grapple Doctor Bomb	Special Spirit—Hold ○ very long	30 arm	5 shoulder
Bulldog Headlock	Rear Grapple Weak—Tap ○	18 arm	3 head
Throw German Suplex	Rear Grapple Weak Up—Tap ○ + ↑	20 waist	3 shoulder
Torture Rack	Rear Attack Strong—Hold ○	*6 shoulder	1 waist
Throw Dragon Suplex	Rear Attack Strong Up—Hold ○ + ↑	26 arm	4 shoulder
Steinerline	Run Attack—△ to run + × to attack	15 arm	1 head
Rolling Punch	Special Blow—△ + ○, or R2	6 arm	2 head
Diving Elbow Drop	Post (opponent on mat)—D-pad + ×	18 flying	3 flying
Top Rope Clothesline	Post (opponent on feet)—D-pad + ×	12 flying	2 flying
Avalanche Suplex	Top Rope—Groggy opponent, hold ○ long	25 waist	4 waist
Counter Spine Buster	Hammer Throw to ropes—Hold ○ long	15 waist	1 waist
Counter Lift Slam	Hammer Throw to ropes—Tap ○	10 arm	2 waist
Falling Elbow Drop	Attack (opponent on mat)—Tap ×	3 arm	1 waist
Held Underarm Drop	Punch Intercept (opponent punching)—□ + ×	10 arm	2 arm
Held Leg Clothesline	Punch Kick (opponent kicking)—□ + ×	10 arm	2 head

SCOTT STEINER

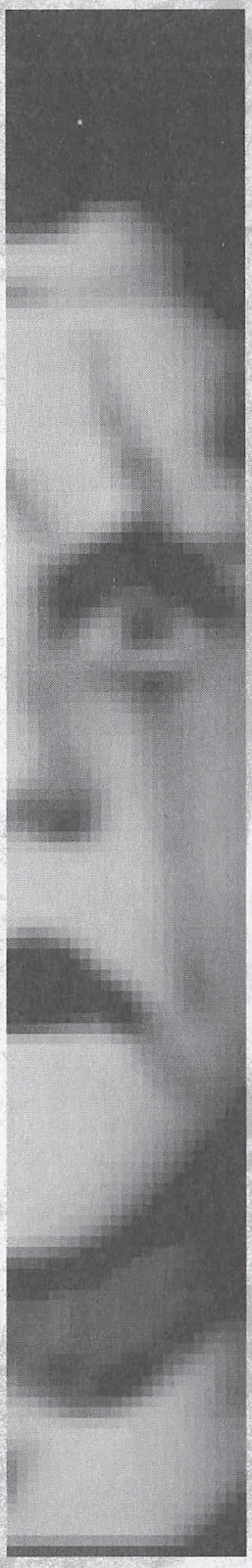


Height: 6'1"
Weight: 235 lbs.
Signature Move: Frankensteiner
Power Rating: 8/10

Fighting with Scott Steiner

Scott Steiner is a physically strong individual who specializes in pin maneuvers. While he is quite capable of scoring a KO, victory can be attained quickly with the skillful application of a Dragon Suplex or Grapple Doctor Bomb. If you find yourself in a drawn-out, lengthy battle, attempt a Frankensteiner off the ropes for a quick pin. For pesky foes, the Reverse Brainbuster and Suplex to Pile Driver techniques are useful for wearing down the opponent before a attempting pin.

Moves	Button Commands	Basic Damage	Body Damage
Elbow to the Head	Punch Close—Tap ×	2 arm	1 head
Chest Slap	Punch Far—Tap ×	2 arm	1 shoulder
Knee Kick	Kick Close—Hold ×	3 leg	1 waist
Ricky Kick	Kick Far—Hold ×	3 leg	1 waist
STF	Opponent on mat—Move near legs + ○	*3 waist	1 waist
Dragon Sweeper	Opponent on mat—Move near head + ○	*3 arm	1 head
One-Handed Power Throw	Grapple Weak—Tap ○	8 arm	2 shoulder
Fireman's Carry	Grapple Weak Up—Tap ○ + ↑	10 shoulder	2 waist
Two-Handed Tackle	Grapple Weak Down—Tap ○ + ↓	12 shoulder	2 waist
Speedy Side Suplex	Grapple Medium—Hold ○	14 waist	3 waist
Lift Up/Slam	Grapple Medium Up—Hold ○ + ↑	16 arm	3 waist
Double Arm Driver	Grapple Medium Down—Hold ○ + ↓	18 arm	3 shoulder
Front Suplex	Grapple Strong—Hold ○ long	20 waist	4 waist
Suplex to Pile Driver	Grapple Strong Up—Hold ○ long + ↑	24 shoulder	4 head
Stud Driver Bomb	Grapple Strong Down—Hold ○ long + ↓	22 arm	4 shoulder
Grapple Doctor Bomb	Special Spirit—Hold ○ very long	30 arm	5 shoulder
Tilt Slam	Rear Grapple Weak—Tap ○	18 arm	3 waist
Full Nelson	Rear Grapple Weak Up—Tap ○ + ↑	20 arm	3 shoulder
Reverse Brainbuster	Rear Attack Strong—Hold ○	24 shoulder	4 head
Dragon Suplex	Rear Attack Strong Up—Hold ○ + ↑	26 waist	4 shoulder
Shoulder Tackle	Run Attack—△ to run + × to attack	12 arm	3 head
Football Tackle	Special Blow—△ + ○, or R2	6 shoulder	2 waist
Diving Elbow Drop	Post (opponent on mat)—D-pad + ×	18 flying	3 flying
Diving Mongolian	Post (opponent on feet)—D-pad + ×	12 flying	2 flying
Avalanche Front Suplex	Top Rope—Groggy opponent, hold ○ long	25 waist	4 waist
Frankensteiner	Hammer Throw to ropes—Hold ○ long	15 leg	3 head
Dragon Buster	Hammer Throw to ropes—Tap ○	10 arm	2 waist
Falling Elbow Drop	Attack (opponent on mat)—Tap ×	3 arm	1 waist
One Arm Flip	Punch Intercept (opponent punching)—□ + ×	10 arm	2 waist
Leg Out Take Down	Kick Intercept (opponent kicking)—□ + ×	10 arm	2 shoulder



STING

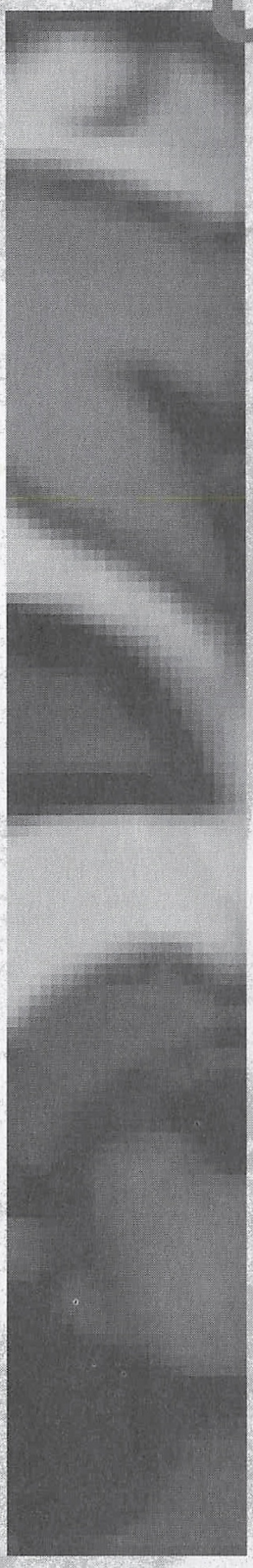
Height: 6'2"
Weight: 260 lbs.
Signature Move: Scorpion Death Lock
Power Rating: 8/10

Fighting with Sting

Sting is one of the most versatile and feared figures in WCW. Among the best moves to sap an opponent's strength are the Riding Punch, Face Crusher, and Scorpion Death Drop. Often times, his foe will be knocked out of the ring completely and when this occurs, give chase and pummel your enemy with a Top Rope Spring Jump or a Scorpion Splash. When you sense victory is close, finish your opponent with an Avalanche Brain Buster off the top rope and immediately apply the Scorpion Death Lock or Power Bomb.

Moves	Button Commands	Basic Damage	Body Damage
Ear Elbow	Punch Close—Tap ×	2 arm	1 head
Crown Knuckle	Punch Far—Tap ×	2 arm	1 head
Knee Kick	Kick Close—Hold ×	3 leg	1 waist
Soccer Kick	Kick Far—Hold ×	3 leg	1 waist
Scorpion Death Lock	Opponent on mat—Move near legs + ○	*3 waist	1 waist
Riding Punch	Opponent on mat—Move near head + ○	*3 arm	1 head
1-Hand Hammer Blow	Grapple Weak—Tap ○	8 arm	2 shoulder
Punch to the Face	Grapple Weak Up—Tap ○ + ↑	10 arm	2 head
Body Slam	Grapple Weak Down—Tap ○ + ↓	12 arm	2 waist
Lift Up Slam	Grapple Medium—Hold ○	14 arm	3 waist
Brain Buster	Grapple Medium Up—Hold ○ + ↑	16 shoulder	3 waist
Pile Driver	Grapple Medium Down—Hold ○ + ↓	18 waist	3 head
Jumping DDT	Grapple Strong—Hold ○ long	20 arm	4 head
Manhattan Drop	Grapple Strong Up—Hold ○ long + ↑	22 arm	4 leg
Power Bomb	Grapple Strong Down—Hold ○ long + ↓	24 waist	4 shoulder
Power Jack	Special Spirit—Hold ○ very long	30 waist	5 shoulder
Face Crusher	Rear Grapple Weak—Tap ○	18 arm	3 head
Atomic Drop	Rear Grapple Weak Up—Tap ○ + ↑	20 waist	3 waist
Scorpion Death Drop	Rear Attack Strong—Hold ○	24 arm	4 head
German Suplex	Rear Attack Strong Up—Hold ○ + ↑	26 waist	4 shoulder
Flying Clothesline	Run Attack—△ to run + × to attack	15 arm	3 head
Rolling Punch	Special Blow— △ + ○, or R2	6 arm	2 head
Diving Body Press	Post (opponent on mat)—D-pad + ×	18 flying	3 flying
Diving Clothesline	Post (opponent on feet)—D-pad + ×	12 flying	2 flying
Avalanche Brainbuster	Top Rope—Groggy opponent, hold ○ long	25 arm	4 head
Spider Shoulder Throw	Hammer Throw to ropes—Hold ○ long	15 leg	3 waist
Back Flip	Hammer Throw to ropes—Tap ○	15 shoulder	3 waist
Guillotine Drop	Attack (opponent on mat)—Tap ×	4 leg	1 waist
Scorpion Splash	Rope Dive (opponent out of ring)—△ +○	18 flying	5 flying
Top Rope Spring Jump	Rope Jump (opponent out of ring)—Tap ○	12 flying	3 flying

ULTIMO DRAGON



Height: 5'7"
Weight: 175 lbs.
Signature Move: Asai Moonsault
Power Rating: 4/10

Fighting with Ultimo Dragon

Unlike many of his rivals, Ultimo Dragon must rely on speed and his high-flying acrobatic skills to be successful. Wear down a competitor with techniques such as the Tope Sisida, and signature move Asai Moonsault, before going for a pin. Ultimo possesses some of the strongest pin moves, including the Maya Crossarm Suplex and La Mahistral.

Moves	Button Commands	Basic Damage	Body Damage
Ear Elbow	Punch Close—Tap ✕	2 arm	1 head
Slap Jab	Punch Far—Tap ✕	2 arm	1 head
Low Kick	Kick Close—Hold ✕	3 leg	1 leg
Low Kick	Kick Far—Hold ✕	3 leg	1 leg
Surfboard	Opponent on mat—Move near legs + ○	*3 leg	1 waist
Camel Clutch	Opponent on mat—Move near head + ○	*3 arm	1 waist
Chest Slap	Grapple Weak—Tap ○	8 arm	2 shoulder
Shoulder Throw	Grapple Weak Up—Tap ○ + ↑	10 arm	2 waist
Body Slam	Grapple Weak Down—Tap ○ + ↓	12 arm	2 waist
Side Suplex	Grapple Medium—Hold ○	14 waist	3 waist
Brain Buster	Grapple Medium Up—Hold ○ + ↑	16 shoulder	3 waist
Frankenwhip	Grapple Medium Down—Hold ○ + ↓	18 leg	3 waist
Jumping DDT	Grapple Strong—Hold ○ long	20 arm	4 head
Northern Light Suplex	Grapple Strong Up—Hold ○ long + ↑	24 waist	4 waist
Tombstone Driver	Grapple Strong Down—Hold ○ long + ↓	22 arm	4 head
La Mahistral	Special Spirit—Hold ○ very long	30 shoulder	5 shoulder
Kneel Kick	Rear Grapple Weak—Tap ○	18 leg	3 shoulder
Expresso Back Drop	Rear Grapple Weak Up—Tap ○ + ↑	20 waist	3 shoulder
Rolling Clutch	Rear Attack Strong—Hold ○	24 leg	4 shoulder
Maya Crossarm Suplex	Rear Attack Strong Up—Hold ○ + ↑	26 arm	4 shoulder
Flying Kneel Kick	Run Attack—△ to run + ✕ to attack	15 leg	3 head
Rolling Body Kick	Special Blow—△ + ○, or R2	6 leg	2 waist
Cancun Tornado	Post (opponent on mat)—D-pad + ✕	18 flying	3 flying
Tope Con Hero	Post (opponent on feet)—D-pad + ✕	12 flying	2 flying
Avalanche Brainbuster	Top Rope—Groggy opponent, hold ○ long	25 shoulder	4 waist
Spinning Back Breaker	Hammer Throw to ropes—Hold ○ long	10 arm	1 waist
Momentum Arm Drag	Hammer Throw to ropes—Tap ○	12 arm	1 head
Sunset Flip	Attack (opponent on mat)—Tap ✕	3 arm	1 waist
Tope Sisida	Rope Dive (opponent out of ring)—△ +○	18 flying	5 flying
Asai Moonsault	Rope Jump (opponent out of ring)—Tap ○	12 flying	3 flying

GIANT

Height: 7'4"

Weight: 463 lbs.

Signature Move: Choke Slam

Moves	Button Commands	Basic Damage	Body Damage
Hand Chop	Punch Close—Tap ×	2 arm	1 head
Slap Jab	Punch Far—Tap ×	2 arm	1 head
Knee Kick	Kick Close—Tap ×	3 leg	1 leg
Chest Kick	Kick Far—Tap ×	3 shoulder	1 waist
Groin Sever Spread	Opponent on mat—Move near legs + ○	*3 leg	1 arm
Eye Gouge Submission	Opponent on mat—Move near head + ○	*3 arm	1 shoulder
Head Butt	Grapple Weak—Tap ○	8 head	2 shoulder
Head Lock Punch	Grapple Weak Up—Tap ○ + ↑	10 head	2 shoulder
Body Slam	Grapple Weak Down—Tap ○ + ↓	12 waist	2 waist
2-Hand Karate Chop	Grapple Medium—Hold ○	14 head	3 waist
Vertical Brainbuster	Grapple Medium Up—Hold ○ + ↑	16 head	3 shoulder
Pile Driver	Grapple Medium Down—Hold ○ + ↓	18 head	3 shoulder
Double Arm Back Flip	Grapple Strong—Hold ○ long	20 arm	4 waist
Choke Slam	Grapple Strong Up—Hold ○ long + ↑	22 shoulder	4 waist
Waist Sweep	Grapple Strong Down—Hold ○ long + ↓	26 waist	4 leg
Power Bomb	Special Spirit—Hold ○ very long	30 leg	5 waist
Triple Head Butt	Rear Grapple Weak—Tap ○	18 head	3 shoulder
Neck Breaker	Rear Grapple Weak—Tap ○ + ↑	20 head	3 shoulder
Manhattan Drop	Rear Attack Strong—Hold ○	24 waist	4 leg
Throw German Suplex	Rear Attack Strong—Hold ○ + ↑	26 head	4 shoulder
Butt Bump	Run Attack—△ to run + × to attack	12 leg	3 waist
Big Foot	Special Blow—△ + ○, or R2	8 head	2 shoulder
Body Press Drop	Post (opponent on mat)—D-pad + ×	18 flying	3 flying
Falling Butt Bomb	Post (opponent on feet)—D-pad + ×	12 flying	2 flying
Avalanche Brainbuster	Top Rope—Groggy opponent, hold ○ long	25 shoulder	4 arm
Choke Hold	Hammer Throw to ropes—Hold ○ long	*8 head	1 shoulder
Body Press	Hammer Throw to ropes—Tap ○	15 waist	4 head
Body Drop	Attack (opponent on mat)—Tap ×	4 arm	1 leg
Elbow Breaker	Punch Intercept (opponent punching)—□ + ×	10 arm	2 arm
Leg Toss	Kick Intercept (opponent kicking)—□ + ×	10 leg	2 waist

GRIZZ LEE

Height: 6'7"

Weight: 320 lbs.

Signature Move: Double Knee Drop

Moves	Button Commands	Basic Damage	Body Damage
Crown Elbow	Punch Close—Tap ×	2 arm	1 head
Slap Jab	Punch Far—Tap ×	2 arm	1 head
Knee Kick	Kick Close—Tap ×	3 leg	1 leg
Body Kick	Kick Far—Tap ×	3 waist	1 leg
Knee Crusher	Opponent on mat—Move near legs + ○	10 leg	2 leg
Knee Drop	Opponent on mat—Move near head + ○	10 head	1 shoulder
Hammer Blow	Grapple Weak—Tap ○	8 head	2 shoulder
Head Butt	Grapple Weak Up—Tap ○ + ↑	10 head	2 head
1-Handed Body Slam	Grapple Weak Down—Tap ○ + ↓	12 arm	2 waist
Box the Ears	Grapple Medium—Hold ○	14 shoulder	3 head
Brainbuster Slam	Grapple Medium Up—Hold ○ + ↑	16 shoulder	3 waist
Body Slam	Grapple Medium Down—Hold ○ + ↓	18 head	3 shoulder
Twisting Body Slam	Grapple Strong—Hold ○ long	20 shoulder	4 waist
Canadian Back Breaker	Grapple Strong Up—Hold ○ long + ↑	*6 shoulder	1 waist
Pile Driver	Grapple Strong Down—Hold ○ long + ↓	26 head	4 shoulder
DJ Bomb	Special Spirit—Hold ○ very long	30 waist	5 waist
Inside Side Buster	Rear Grapple Weak—Tap ○	18 shoulder	3 waist
Twisting Body Slam	Rear Grapple Weak—Tap ○ + ↑	20 arm	3 waist
Reverse Brainbuster	Rear Attack Strong—Hold ○	24 shoulder	4 waist
Rear Bryant Suplex	Rear Attack Strong—Hold ○ + ↑	26 waist	4 shoulder
Big Foot	Run Attack—△ to run + × to attack	12 head	3 shoulder
Drop Kick	Special Blow—△ + ○, or R2	8 waist	2 shoulder
Double Knee Drop	Post (opponent on mat)—D-pad + ×	18 flying	3 flying
Drop Hammer Blow	Post (opponent on feet)—D-pad + ×	12 flying	2 flying
Avalanche DJ Bomb	Top Rope—Groggy opponent, hold ○ long	25 arm	4 shoulder
Pile Driver	Hammer Throw to ropes—Hold ○ long	15 shoulder	3 head
Fireman's Carry	Hammer Throw to ropes—Tap ○	10 waist	2 head
Guillotine Drop	Attack (opponent on mat)—Tap ×	4 leg	1 waist
Karate Chop	Punch Intercept (opponent punching)—□ + ×	10 head	2 shoulder

JAGUAR

Height: 5'10"

Weight: 216 lbs.

Signature Move: Tiger Suplex

Moves	Button Commands	Basic Damage	Body Damage
Crown Elbow	Punch Close—Tap ×	2 arm	1 head
Straight Arm	Punch Far—Tap ×	2 arm	1 shoulder
Shin Kick	Kick Close—Tap ×	3 leg	1 waist
Ricky Kick	Kick Far—Tap ×	3 leg	1 head
Hamstring Crunch	Opponent on mat—Move near legs + ○	10 leg	2 leg
Knee Drop	Opponent on mat—Move near head + ○	10 head	1 shoulder
Upper Cut	Grapple Weak—Tap ○	8 head	2 shoulder
Body Flip	Grapple Weak Up—Tap ○ + ↑	10 shoulder	2 head
Arm Drag	Grapple Weak Down—Tap ○ + ↓	12 arm	2 waist
Double Arm Suplex	Grapple Medium—Hold ○	14 arm	3 waist
Brainbuster	Grapple Medium Up—Hold ○ + ↑	16 shoulder	3 waist
Head Spin Flip	Grapple Medium Down—Hold ○ + ↓	18 waist	3 head
Snap Suplex	Grapple Strong—Hold ○ long	20 shoulder	4 waist
Spinning Scissors Trip	Grapple Strong Up—Hold ○ long + ↑	24 leg	4 waist
Pile Driver	Grapple Strong Down—Hold ○ long + ↓	26 head	4 shoulder
Doublearm Powerbomb	Special Spirit—Hold ○ very long	30 shoulder	5 waist
Kneel Kick	Rear Grapple Weak—Tap ○	18 leg	3 shoulder
Twisting Choke Slam	Rear Grapple Weak—Tap ○ + ↑	20 shoulder	3 waist
German Suplex	Rear Attack Strong—Hold ○	24 waist	4 shoulder
Tiger Suplex	Rear Attack Strong—Hold ○ + ↑	26 waist	4 shoulder
Cartwheel Splash	Run Attack—△ to run + × to attack	12 head	3 waist
Spinning Body Kick	Special Blow—△ + ○, or R2	8 arm	2 shoulder
Flying Tiger Drop	Post (opponent on mat)—D-pad + ×	18 flying	3 flying
Dropping Tiger Splash	Post (opponent on feet)—D-pad + ×	12 flying	2 flying
Avalanche DDT	Top Rope—Groggy opponent, hold ○ long	25 shoulder	4 head
Spinning Back Breaker	Hammer Throw to ropes—Hold ○ long	10 arm	1 waist
Monkey Flip	Hammer Throw to ropes—Tap ○	15 leg	3 waist
Revolution Drop	Attack (opponent on mat)—Tap ×	4 waist	1 head
Cartwheel Drop	Rope Dive (opponent out of ring)—△ + ○	18 flying	5 flying
Leg Swing Suicide Dive	Rope Jump (opponent out of ring)—Tap ○	12 flying	3 flying

JEFF JARRETT

Height: 5'10"

Weight: 232 lbs.

Signature Move: Figure Four Leg Lock

Moves	Button Commands	Basic Damage	Body Damage
Crown Elbow	Punch Close—Tap ×	2 arm	1 head
Slap Jab	Punch Far—Tap ×	2 arm	1 head
Knee Kick	Kick Close—Tap ×	3 leg	1 leg
Ricky Kick	Kick Far—Tap ×	3 shoulder	1 waist
Figure Four Leg Lock	Opponent on mat—Move near legs + ○	*3 leg	1 arm
Surfboard Stretch	Opponent on mat—Move near head + ○	*3 arm	1 shoulder
Back Hand	Grapple Weak—Tap ○	8 head	2 shoulder
Right Hook	Grapple Weak Up—Tap ○ + ↑ head	2 shoulder	
Head Flip	Grapple Weak Down—Tap ○ + ↓	12 head	2 waist
Neck Breaker	Grapple Medium—Hold ○	14 head	3 shoulder
Vertical Brainbuster	Grapple Medium Up—Hold ○ + ↑	16 head	3 shoulder
Shoulder Breaker	Grapple Medium Down—Hold ○ + ↓	18 shoulder	3 head
Manhattan Drop	Grapple Strong—Hold ○ long	20 leg	4 waist
Canadian Backbreaker	Grapple Strong Up—Hold ○ long + ↑	*6 waist	1 waist
Pile Driver	Grapple Strong Down—Hold ○ long + ↓	26 shoulder	4 leg
Power Bomb	Special Spirit—Hold ○ very long	30 leg	5 waist
Kidney Punch	Rear Grapple Weak—Tap ○	18 waist	3 leg
Knee Dropper	Rear Grapple Weak—Tap ○ + ↑	20 leg	3 waist
Body Rack	Rear Attack Strong—Hold ○	*8 arm	2 waist
Twist Back Drop	Rear Attack Strong—Hold ○ + ↑	26 shoulder	4 waist
Shoulder Drop	Run Attack—△ to run + × to attack	12 shoulder	3 arm
Drop Kick	Special Blow—△ + ○, or R2	8 head	2 shoulder
Falling Elbow Drop	Post (opponent on mat)—D-pad + ×	18 flying	3 flying
2-Hand Hammer Blow	Post (opponent on feet)—D-pad + ×	12 flying	2 flying
Avalanche Brainbuster	Top Rope—Groggy opponent, hold ○ long	25 shoulder	4 arm
Sleeper Hold	Hammer Throw to ropes—Hold ○ long	*8 head	1 arm
Back Flip	Hammer Throw to ropes—Tap ○	10 waist	2 head
Elbow Drop	Attack (opponent on mat)—Tap ×	4 arm	1 waist
Elbow Breaker	Punch Intercept (opponent punching)—□ + ×	10 arm	2 shoulder
Hamstring Drop	Kick Intercept (opponent kicking)—□ + ×	10 leg	2 waist

LE MASQUERADE

Height: 5'11"

Weight: 225 lbs.

Signature Move: Dive Bomb

Moves	Button Commands	Basic Damage	Body Damage
Body Blow	Punch Close—Tap ×	2 arm	1 head
Slap Jab	Punch Far—Tap ×	2 arm	1 head
Knee Kick	Kick Close—Tap ×	3 leg	1 leg
Ricky Kick	Kick Far—Tap ×	3 leg	1 waist
Surfboard	Opponent on mat—Move near legs + ○	*3 leg	1 arm
Surfboard Stretch	Opponent on mat—Move near head + ○	*3 arm	1 shoulder
Head Lock Punch	Grapple Weak—Tap ○	8 head	2 shoulder
Left Hook	Grapple Weak Up—Tap ○ + ↑	10 head	2 shoulder
Body Sweep	Grapple Weak Down—Tap ○ + ↓	12 waist	2 waist
Head Spin Flip	Grapple Medium—Hold ○	14 waist	3 head
Brainbuster Throw	Grapple Medium Up—Hold ○ + ↑	16 head	3 shoulder
Double Arm Bomb	Grapple Medium Down—Hold ○ + ↓	18 head	3 shoulder
DDT	Grapple Strong—Hold ○ long	20 head	4 waist
Canadian Backbreaker	Grapple Strong Up—Hold ○ long + ↑	*8 waist	2 waist
Pile Driver	Grapple Strong Down—Hold ○ long + ↓	26 shoulder	4 leg
Power Bomb	Special Spirit—Hold ○ very long	30 shoulder	5 head
Full Nelson Drop	Rear Grapple Weak—Tap ○	18 arm	3 shoulder
Twist Back Drop	Rear Grapple Weak—Tap ○ + ↑	20 head	3 shoulder
Surfboard Stretch	Rear Attack Strong—Hold ○	*8 arm	2 shoulder
Body Rack Bomb	Rear Attack Strong—Hold ○ + ↑	26 arm	4 shoulder
Full Body Dive	Run Attack—△ to run + × to attack	12 head	3 waist
High Drop Kick	Special Blow—△ + ○, or R2	8 head	2 shoulder
Dive Bomb	Post (opponent on mat)—D-pad + ×	18 flying	3 flying
Falling Body Drop	Post (opponent on feet)—D-pad + ×	12 flying	2 flying
Avalanche Brainbuster	Top Rope—Groggy opponent, hold ○ long	25 shoulder	4 arm
Counter Clothesline	Hammer Throw to ropes—Hold ○ long	10 head	1 arm
Satellite Scissors	Hammer Throw to ropes—Tap ○	15 leg	3 waist
Back Drop	Attack (opponent on mat)—Tap ×	4 arm	1 waist
Suicide Dive	Rope Dive (opponent out of ring)—△ + ○	18 flying	5 flying
Spring Jump	Rope Jump (opponent out of ring)—Tap ○	12 flying	3 flying

MAJOR TOM

Height: 6'2"

Weight: 240 lbs.

Signature Move: Spinning Toe Twist

Moves	Button Commands	Basic Damage	Body Damage
Crown Elbow	Punch Close—Tap ×	2 arm	1 head
Slap Jab	Punch Far—Tap ×	2 arm	1 head
Knee Kick	Kick Close—Tap ×	3 leg	1 leg
Chest Kick	Kick Far—Tap ×	3 shoulder	1 waist
Spinning Toe Twist	Opponent on mat—Move near legs + ○	*3 leg	1 arm
Heimlich Maneuver	Opponent on mat—Move near head + ○	*3 arm	1 shoulder
Back Hand	Grapple Weak—Tap ○	8 head	2 shoulder
Right Hook	Grapple Weak Up—Tap ○ + ↑	10 head	2 shoulder
Body Slam	Grapple Weak Down—Tap ○ + ↓	12 waist	2 waist
2-Hand Karate Chop	Grapple Medium—Hold ○	14 head	3 waist
Vertical Brainbuster	Grapple Medium Up—Hold ○ + ↑	16 head	3 shoulder
Pile Driver	Grapple Medium Down—Hold ○ + ↓	18 head	3 shoulder
Twisting Body Slam	Grapple Strong—Hold ○ long	20 shoulder	4 waist
Jab Combo	Grapple Strong Up—Hold ○ long + ↑	22 head	4 shoulder
Power Bomb	Grapple Strong Down—Hold ○ long + ↓	26 shoulder	4 leg
DJ Bomb	Special Spirit—Hold ○ very long	30 leg	5 waist
Face Crusher	Rear Grapple Weak—Tap ○	18 head	3 shoulder
Knee Dropper	Rear Grapple Weak—Tap ○ + ↑	20 leg	3 waist
Flip German Suplex	Rear Attack Strong—Hold ○	24 head	4 shoulder
Body Rack	Rear Attack Strong—Hold ○ + ↑	*8 arm	2 waist
Running Elbow	Run Attack—△ to run + × to attack	12 head	3 arm
Rolling Punch	Special Blow—△ + ○, or R2	8 head	2 shoulder
Falling Elbow Drop	Post (opponent on mat)—D-pad + ×	18 flying	3 flying
Two-Hand Hammer Blow	Post (opponent on feet)—D-pad + ×	12 flying	2 flying
Avalanche Brainbuster	Top Rope—Groggy opponent, hold ○ long	25 shoulder	4 arm
Counter Clothesline	Hammer Throw to ropes—Hold ○ long	10 head	1 arm
Counter Body Slam	Hammer Throw to ropes—Tap ○	10 waist	2 head
Elbow Drop	Attack (opponent on mat)—Tap ×	4 arm	1 waist
3-Knock Down Combo	Punch Intercept (opponent punching)—□ + ×	10 arm	2 head

SHANGHAI

Height: 6'2"

Weight: 236 lbs.

Signature Move: Shanghai Suplex

Moves	Button Commands	Basic Damage	Body Damage
Crown Elbow	Punch Close—Tap ×	2 arm	1 head
Slap Jab	Punch Far—Tap ×	2 arm	1 head
Knee Kick	Kick Close—Tap ×	3 leg	1 leg
Body Kick	Kick Far—Tap ×	3 waist	1 leg
Side Surfboard Stretch	Opponent on mat—Move near legs + ○	*3 leg	1 arm
Riding Elbow Twist	Opponent on mat—Move near head + ○	*3 arm	1 shoulder
Upper Cut	Grapple Weak—Tap ○	8 head	2 shoulder
Fireman's Carry	Grapple Weak Up—Tap ○ + ↑	10 head	2 waist
2-Handed Tackle	Grapple Weak Down—Tap ○ + ↓	12 leg	2 waist
Knee to Throw Suplex	Grapple Medium—Hold ○	14 head	3 waist
Head Spin Flip	Grapple Medium Up—Hold ○ + ↑	16 waist	3 head
Side Slam	Grapple Medium Down—Hold ○ + ↓	18 leg	3 waist
Bearhug Slam	Grapple Strong—Hold ○ long	20 shoulder	4 waist
Standing Arm Bar	Grapple Strong Up—Hold ○ long + ↑	*6 arm	1 shoulder
Reverse Arm Bar	Grapple Strong Down—Hold ○ long + ↓	*8 arm	2 shoulder
Spinning Scissors Trip	Special Spirit—Hold ○ very long	30 leg	5 waist
Sideways Back Drop	Rear Grapple Weak—Tap ○	18 shoulder	3 waist
Twisting Choke Slam	Rear Grapple Weak—Tap ○ + ↑	20 shoulder	3 waist
Sleeper Hold	Rear Attack Strong—Hold ○	*8 head	2 shoulder
German Suplex	Rear Attack Strong—Hold ○ + ↑	26 waist	4 shoulder
Jumping Knee	Run Attack—△ to run + × to attack	12 head	3 shoulder
Low Drop Kick	Special Blow—△ + ○, or R2	8 leg	2 leg
Top Rope Knee Drop	Post (opponent on mat)—D-pad + ×	18 flying	3 flying
2-Hand Hammer Blow	Post (opponent on feet)—D-pad + ×	12 flying	2 flying
Shanghai Suplex	Top Rope—Groggy opponent, hold ○ long	25 arm	4 shoulder
Counter Sleeper Hold	Hammer Throw to ropes—Hold ○ long	*6 head	1 shoulder
Monkey Flip	Hammer Throw to ropes—Tap ○	10 waist	2 head
Back Drop	Attack (opponent on mat)—Tap ×	4 arm	1 waist
Twisting Wrist Throw	Punch Intercept (opponent punching)—□ + ×	10 arm	2 waist

STEEL TALON

Height: 6'3"

Weight: 225 lbs.

Signature Move: Talon Crunch

Moves	Button Commands	Basic Damage	Body Damage
Crown Elbow	Punch Close—Tap ✕	2 arm	1 head
Slap Jab	Punch Far—Tap ✕	2 arm	1 head
Shin Kick	Kick Close—Tap ✕	3 leg	1 leg
Leg Kick	Kick Far—Tap ✕	3 leg	1 leg
Talon Crunch	Opponent on mat—Move near legs + ○	*4 leg	2 leg
Arm Bar	Opponent on mat—Move near head + ○	*3 arm	1 shoulder
Talon Punch	Grapple Weak—Tap ○	8 head	2 shoulder
Body Flip	Grapple Weak Up—Tap ○ + ↑	10 shoulder	2 head
Body Slam	Grapple Weak Down—Tap ○ + ↓	12 arm	2 waist
Double Arm Suplex	Grapple Medium—Hold ○	14 arm	3 waist
Brainbuster	Grapple Medium Up—Hold ○ + ↑	16 shoulder	3 waist
Held Tombstone	Grapple Medium Down—Hold ○ + ↓	18 head	3 shoulder
Snap Suplex	Grapple Strong—Hold ○ long	20 shoulder	4 waist
Super Elbow Breaker	Grapple Strong Up—Hold ○ long + ↑	24 arm	4 shoulder
Right to the Face	Grapple Strong Down—Hold ○ long + ↓	26 head	4 shoulder
4 Punch/Kick Combo	Special Spirit—Hold ○ very long	30 waist	5 waist
Twisting Back Drop	Rear Grapple Weak—Tap ○	18 shoulder	3 waist
Neck Jerk	Rear Grapple Weak—Tap ○ + ↑	20 shoulder	3 head
Body Rack	Rear Attack Strong—Hold ○	*5 waist	2 shoulder
German Suplex	Rear Attack Strong—Hold ○ + ↑	26 waist	4 shoulder
Running Drop Kick	Run Attack—△ to run + ✕ to attack	12 head	3 shoulder
Drop Kick	Special Blow—△ + ○, or R2	8 waist	2 shoulder
Talon Drop	Post (opponent on mat)—D-pad + ✕	18 flying	3 flying
Drop Hammer Blow	Post (opponent on feet)—D-pad + ✕	12 flying	2 flying
Avalanche Brainbuster	Top Rope—Groggy opponent, hold ○ long	25 shoulder	4 head
Cobra Twist	Hammer Throw to ropes—Hold ○ long	*3 arm	1 waist
Back Flip	Hammer Throw to ropes—Tap ○	15 waist	3 head
Jump Stomp	Attack (opponent on mat)—Tap ✕	2 leg	1 waist
Elbow Breaker	Punch Intercept (opponent punching)—□ + ✕	10 arm	1 waist
Standing Ankle Lock	Kick Intercept (opponent kicking)—□ + ✕	*6 leg	1 waist

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Samoa

Moves	Button Commands	Basic Damage	Body Damage
Tiki Boot	Special Blow- △ + ○, or press R2	8 head	2 waist
Neck Breaker	Grapple Medium Down—Hold ○ + ↓	18 head	3 shoulder
Pile Driver	Grapple Strong Down—Hold ○ long + ↓	26 head	4 shoulder
Stand Surfboard Stretch	Rear Attack Strong—Hold ○	*8 shoulder	2 shoulder
Big Spin	Special Spirit—Hold ○ very long	30 leg	5 waist

Bear Breath

Moves	Button Commands	Basic Damage	Body Damage
Throw German Suplex	Rear Attack Strong—Hold ○	24 waist	4 shoulder
Body Slam	Grapple Weak Down—Tap ○ + ↓	12 arm	2 waist
Inside Side Buster	Grapple Strong—Hold ○ long	20 shoulder	4 waist
Double Bear Slam	Grapple Strong Up—Hold ○ long + ↑	24 waist	4 waist
Full Nelson Suplex	Rear Attack Strong—Hold ○ + ↑	26 shoulder	4 waist

Bad Blood

Moves	Button Commands	Basic Damage	Body Damage
Transfusion	Top Rope—Groggy opponent, hold ○ long	25 shoulder	4 head
Side Breaker	Grapple Medium Down—Hold ○ + ↓	18 waist	3 leg
Manhattan Drop	Grapple Strong—Hold ○ long	20 waist	4 leg
Vertical Brainbuster	Grapple Strong Up—Hold ○ long + ↑	24 head	4 shoulder
Cartwheel Elbow	Run Attack—△ to run + ✕ to attack	12 head	3 waist

Abispa

Moves	Button Commands	Basic Damage	Body Damage
Juarez Sting	Special Spirit—Hold ○ very long	30 shoulder	5 waist
Drop DDT	Grapple Strong Up—Hold ○ long + ↑	24 head	4 waist
Snap Suplex	Grapple Strong—Hold ○ long	20 shoulder	4 waist
Power Bomb	Grapple Strong Down—Hold ○ long + ↓	26 head	4 shoulder
Backwards Somersault	Flip—Post (opponent on mat)—D-pad + ✕	18 flying	3 flying

Blackheart

Moves	Button Commands	Basic Damage	Body Damage
Face Buster	Rear Grapple Weak—Tap ○ + ↑	20 shoulder	3 head
Head Butt	Grapple Weak—Tap ○	8 head	2 shoulder
Held Leg Trip	Grapple Strong—Hold ○ long	20 leg	4 leg
Falling Brainbuster	Top Rope—Groggy opponent, hold ○ long	25 shoulder	4 head
Riding Head Butt	Opponent on mat—Move near head + ○	10 head	1 head

Sherlock

Moves	Button Commands	Basic Damage	Body Damage
Sleeper Hold	Rear Attack Strong—Hold ○	*6 head	1 shoulder
Football Tackle	Grapple Weak Down—Tap ○ + ↓	12 arm	2 waist
Kneebutt/ Dragon Suplex	Grapple Medium Down—Hold ○ + ↓	18 waist	3 head
Quad Stretch	Opponent on mat—Move near legs + ○	*3 leg	1 leg
Avalanche Suplex	Top Rope—Groggy opponent, hold ○ long	25 shoulder	4 head

Black Ninja

Moves	Button Commands	Basic Damage	Body Damage
Ninja Special	Grapple Strong Down—Hold ○ long + ↓	26 head	4 shoulder
Shurikin	Rope Jump (opponent out of ring)—Tap ○	12 flying	3 flying
Cartwheel Shurikin	Rope Dive (opponent out of ring)—△ + ○	18 flying	5 flying
Flying Shurikin	Post (opponent on mat)—D-pad + ✕	18 flying	3 flying
Kamikaze	Top Rope—Groggy opponent, hold ○ long	25 shoulder	4 head

Shaolin

Moves	Button Commands	Basic Damage	Body Damage
Power Bomb	Special Spirit—Hold ○ very long	30 shoulder	5 waist
Praying Mantis Bomb	Grapple Strong Down—Hold ○ long + ↓	26 head	4 shoulder
Choke Slam	Grapple Strong Up—Hold ○ long + ↑	24 head	4 shoulder
Praying Mantis Dive	Post (opponent on feet)—D-pad + ✕	12 flying	2 flying
Tight Rope Walk	Counter Top Rope—Tap □ + ✕	20 shoulder	4 waist

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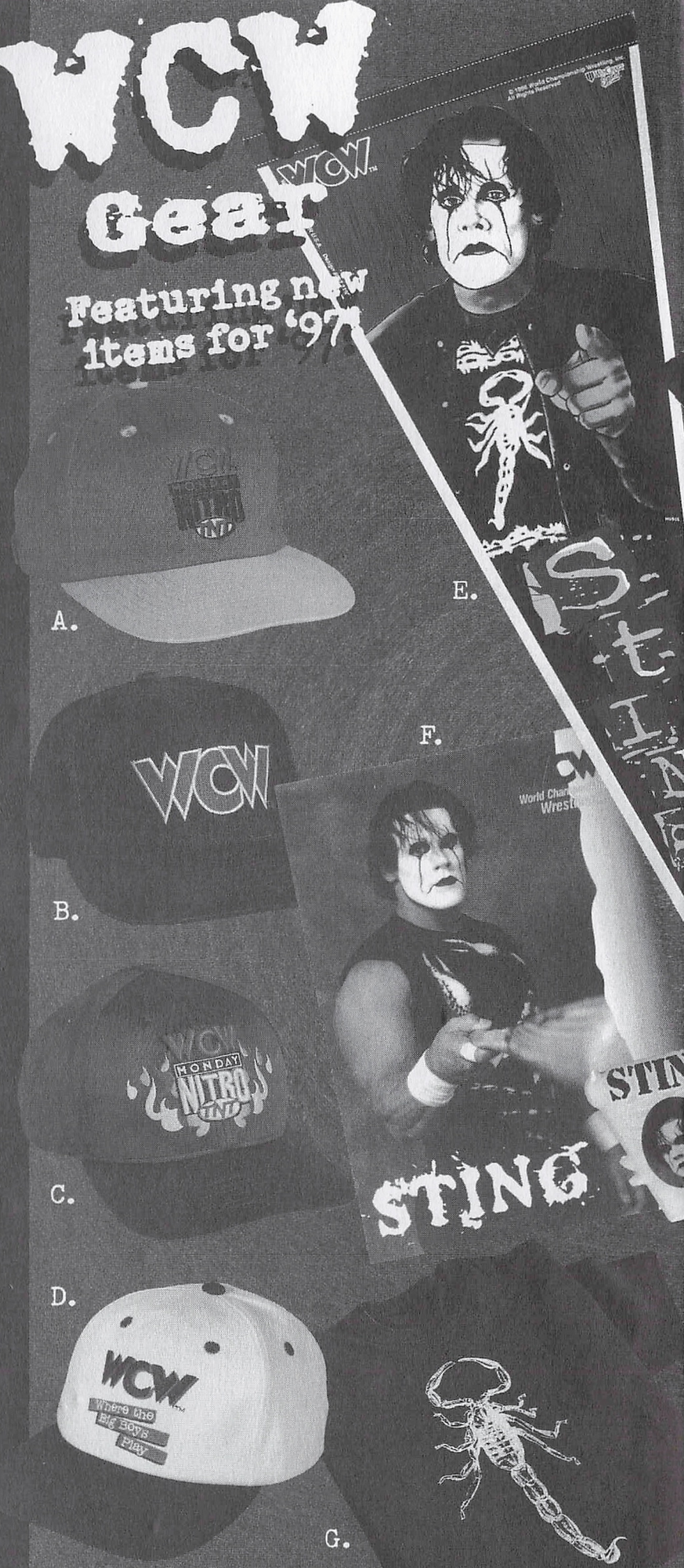

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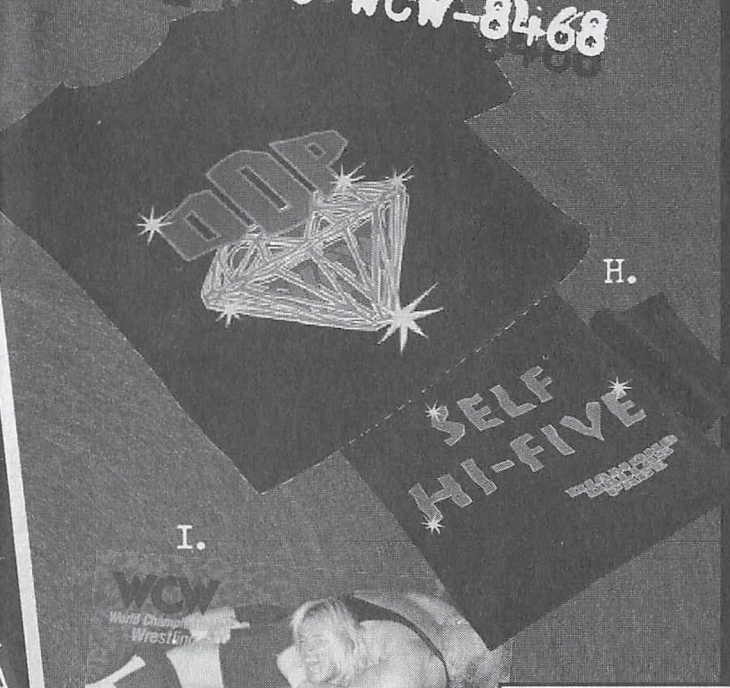

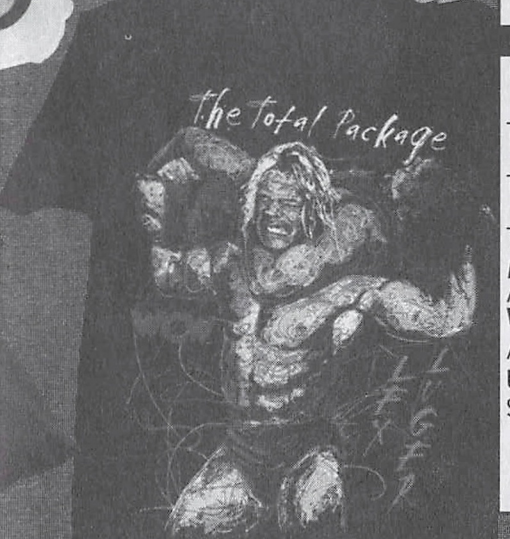

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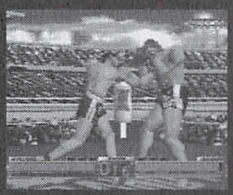

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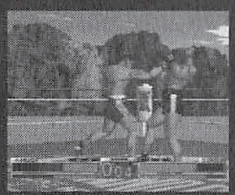

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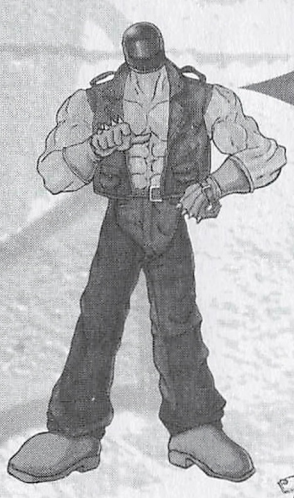

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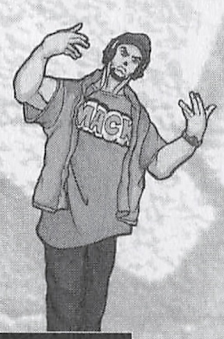

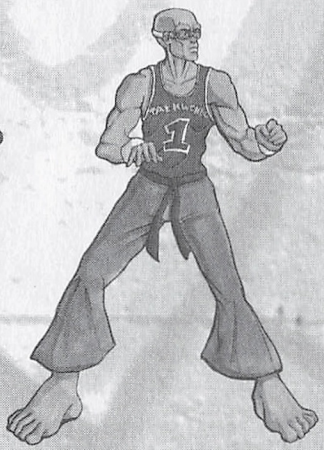

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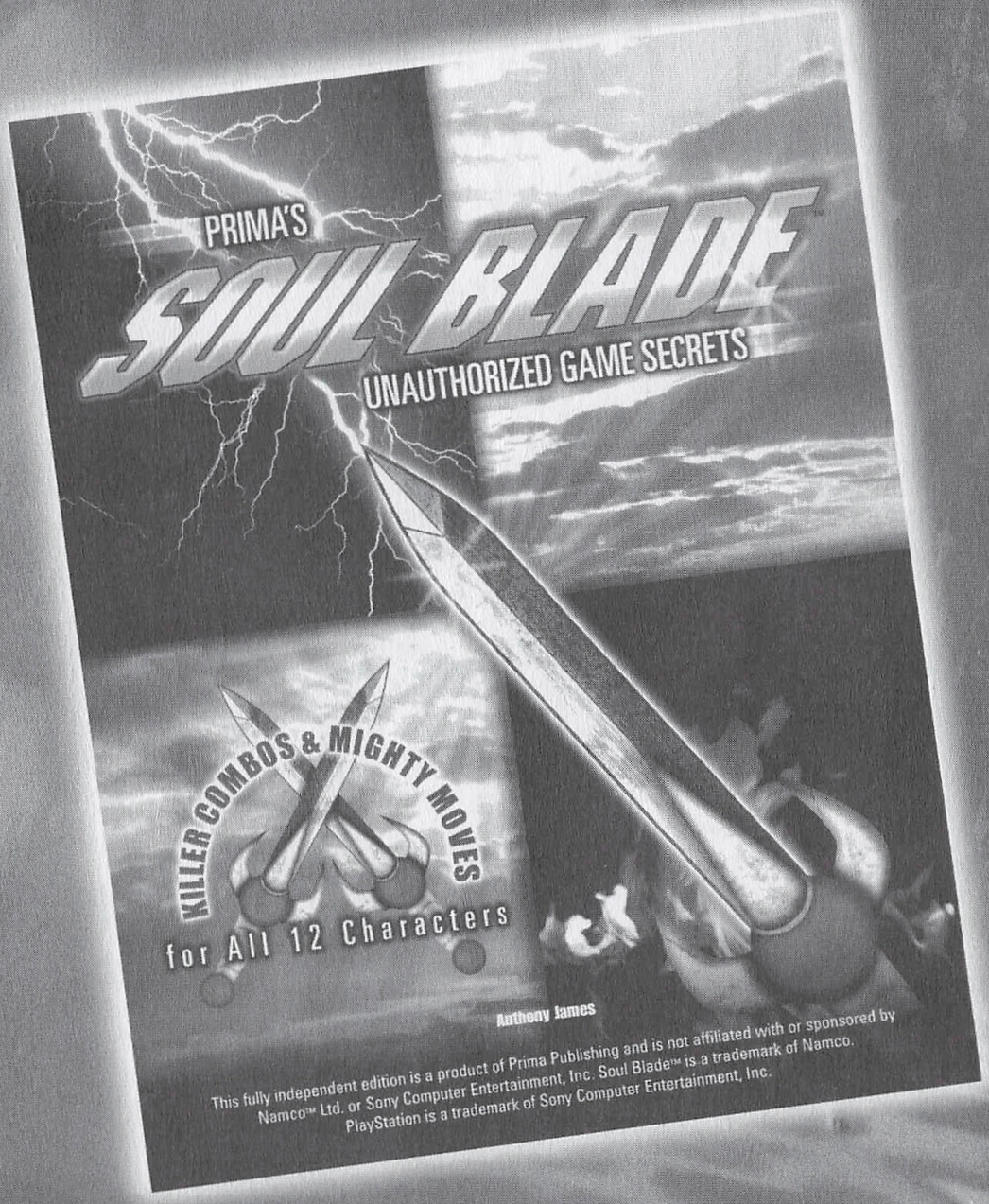

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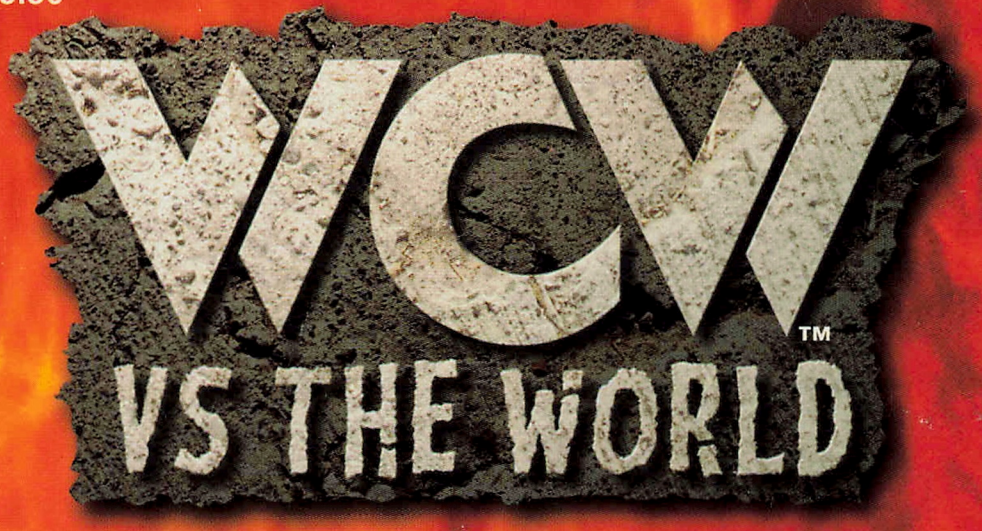

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